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OCTOBER '91 ISSUE 119

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#119 OCTOBER 1991

CONTENTS

REVIEWS





EDITOR
TIM BOONE
Tim's most embarrassing moment came when he was at school and thought he'd show off his sums on the blackboard. In front of the class he leaned over to pick up the chalk and ripped his trousers from top to, er, bottom. He was so ashamed he got the maths wrong and looked an even bigger plonker...

STAFF WRITER
PAUL RAND
Paul's reputation as all-round CVG hero took a wet 'n' windy nosedive when the little drip wimped out halfway through an Aqua Sausage speedboat drag with the rest of the crew! As we all hung on for dear life, Randy sat shivering in the speedboat clutching his handbag and saying he wanted his mum...



DEPUTY EDITOR
FRANK O'CONNOR
CVG's illustrious Dep Ed was flying high until he jetted into Glasgow airport and straight into trouble. He was singled out as a terrorist, frisked and virtually strip-searched by airport security. Why? "There was a tripod sticking out of my little bag" says Frank, left bare-chested by the ordeal. Yes, well...

ART EDITOR
JON BILLINGTON
Jon's most blushfully bizarre moment was when he applied for a job as photo studio manager, only to discover it was an agency for girlie mags! That was bad enough, so just imagine his embarassment when they got all offended and said his boobies just weren't big enough...



ADDITIONAL LAYOUT
FREDA DAHL-LITMAN
Freda dropped a right clanger the time she just happened to be at Universal Studios. Standing next to John Landis, she told him she should really have been an actress. "I thought he was the tea boy," she tells us. Uh-huh. So who the hell is John Landis anyway?



ENTS



MANAGING EDITOR
JULIAN RIGNALL

Our Jazza got all flushed up when he went for a Oui Oui in France and stuck his foot straight in it when he started speaking Welsh to stunned locals. "I got all confused," admitted the Mean Machines maestro. Well, we all know how stressed up you get when you're dying for a leek...



ADDITIONAL LAYOUT
YVETTE NICHOLLS

CVG's down under darlin' was walking tall when she tried on her new high heels for the first time and strutted down the street to an interview, art folder in hand. Trouble was she tripped on some slate and fell arts over bits...

And now, at no extra cost, we proudly present: ADVERTISING MANAGER: James Owens DEPUTY ADVERTISING MANAGER: Martha Moloughney SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Emma Sadler PUBLISHER: Graham Taylor SUBSCRIPTION ENQUIRIES: CVG SUBSCRIPTIONS, PO Box 500, Leicester LE99 0AA TEL: 0858 410510 EDITORIAL AND ADVERTISING CATTLE SHED: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 251 6222 FAX: 071 490 1095
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DISTRIBUTED BY: BBC FRONTLINE (C) COMPUTER AND VIDEO GA 1991 ISBN No: 0261-3597 HELLO ADRIAN SUTTON, MAKE MINE A TE MARMITE TOAST!

Another lap record from...

ED-FIRST

HELLO! Britain's favourite games mag puts the pedal to the metal and goes all boy-racerish this month. Just run your peepers over our amazing pull-out guide to all the top race games coming your way soon. Have we got the lot, or what?

If that's not enough (and it blimmin' well ought to be!) then how about the incredible **FREE** Mario hologram on the cover? Just wave everybody's favourite hero around in suitable light and watch Nintendo's superstar twist and turn!

And that's just the start of it - over the next few months we're going to be giving away a grand total of four, yes **FOUR**, amazing holos each featuring a video game hero!! How much does this cost you? Nothing. Zero. Zilch. Amazing or wot?

Whilst you're recovering from that, just check out the huge stack of amazing games reviewed and previewed within these very pages. Geoman Warrior and UN Squadron on Famicom, Marble Madness on the NES, Streets Of Rage on the Megadrive, Magic Pockets, Stealth Fighter 2.0 - the list goes on and on!

So strap in and prepare for all the treats coming your way in these perfect pages. Meanwhile, we must be a bit overdue for an Ed-First competition by now, so here goes. By the time you read this your holidays may be a memory fading fast. Slaving away on this issue when I should have been out and about in the sun, I reckon the least you lot can do is send me a postcard - the sillier the better. It's the least you can do for all our freebie fabness!

So hook out the dumbest postcard you've got (the more silly, out of date, boring or crap the better) and send it off to: **TOP TITTERS AT BOGNOR REGIS OR BUST, ED-FIRST, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** There's either a Gameboy or £100 worth of software for the winner (am I mad?) so post them postcards and give us a flippin' good laff! See you next month.

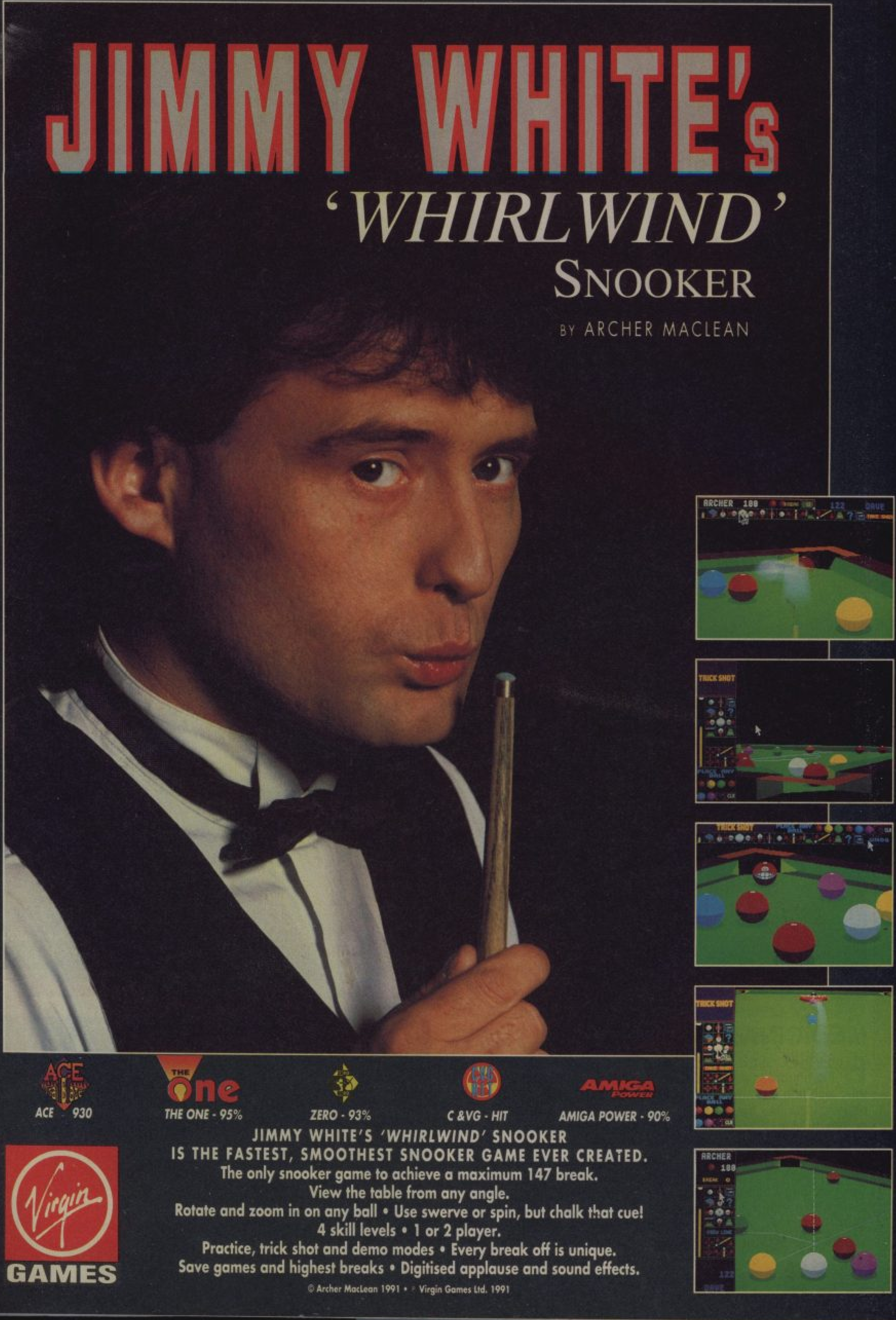
Byeee

Tim Boone



NO SHOW TO GO TO

You probably already know that the ECES Show has been cancelled, which means you won't get the chance to meet the CVG crew after all. We're as upset as you are, but it seems there just wasn't enough support for the show - what with the recession and all that. Still, we're always up to all sorts of japes at your favourite games mag, so who knows what will be happening in the near future...


JIMMY WHITE's
'WHIRLWIND'
SNOOKER
BY ARCHER MACLEAN
ACE 930
THE ONE - 95%
ZERO - 93%
C &VG - HIT
AMIGA POWER - 90%
JIMMY WHITE'S 'WHIRLWIND' SNOOKER
IS THE FASTEST, SMOOTHEST SNOOKER GAME EVER CREATED.
The only snooker game to achieve a maximum 147 break.
View the table from any angle.
Rotate and zoom in on any ball • Use swerve or spin, but chalk that cue!
4 skill levels • 1 or 2 player.
Practice, trick shot and demo modes • Every break off is unique.
Save games and highest breaks • Digitised applause and sound effects.
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GAMES

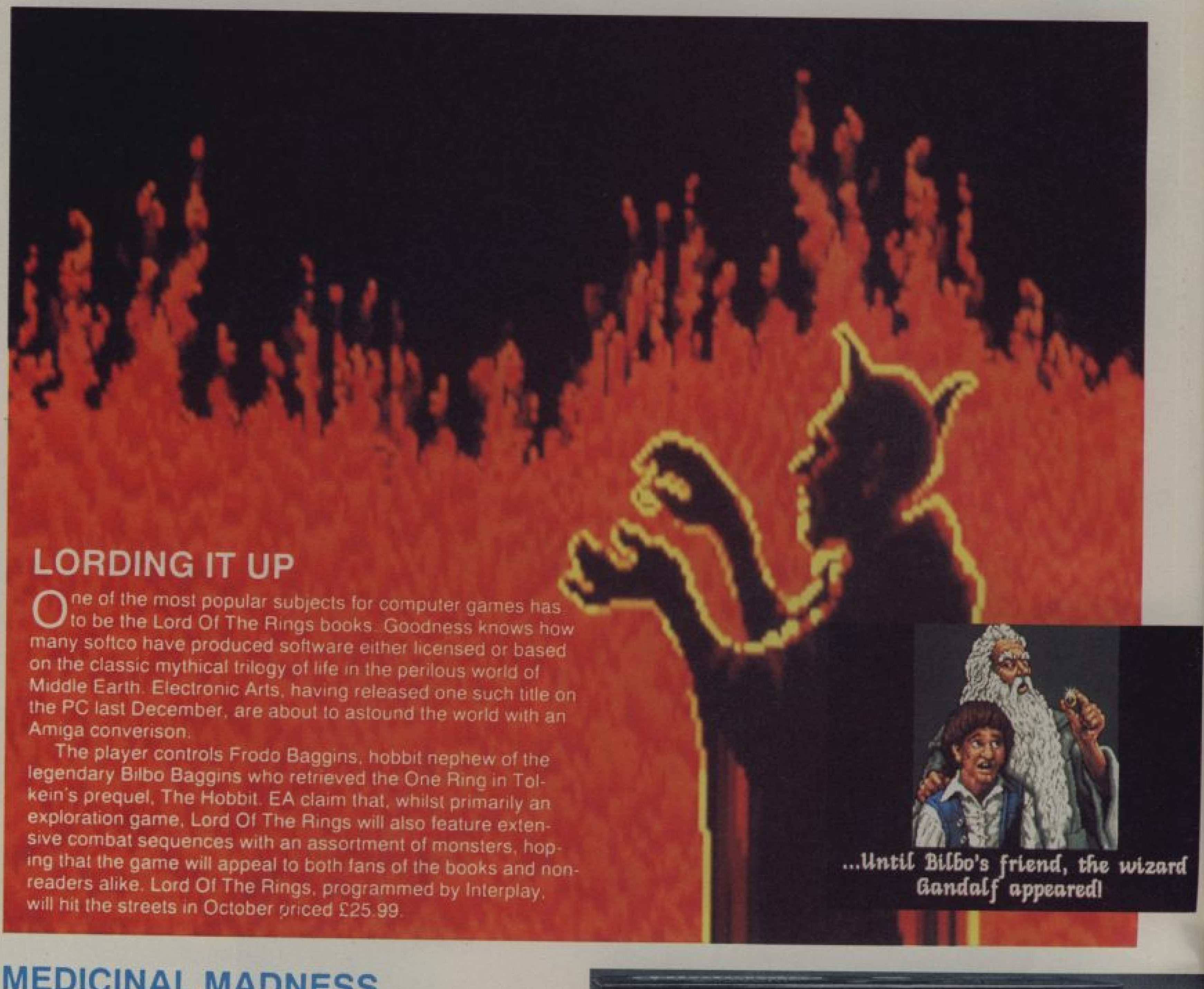
NEWS

TAKE OFF TOGETHER

Multi-player games are loads of fun. Multi-link games are even better. So what about this latest modem game from On-Line Entertainment! It's called Air Warrior, and they're calling it "the most sophisticated multi-player game in the world". And from what we hear, they could well be right.

Apparently, up to forty people can link up via a modem and pilot bombers and fighter jets as well as drive tanks. Play as teams or go up against each other in head-to-head battles along the BT phonelines.

The version on-line from On-line has been flown over a quarter of a million hours in the US, over five years, so it must have something going for it. If you have access to a modem and own either an Amiga, ST, PC or Mac, you can experience Air Warrior by logging onto 081-539-6763, 1-8-N Multi-speed.



LORDING IT UP

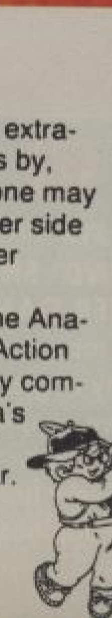
One of the most popular subjects for computer games has to be the Lord Of The Rings books. Goodness knows how many softco have produced software either licensed or based on the classic mythical trilogy of life in the perilous world of Middle Earth. Electronic Arts, having released one such title on the PC last December, are about to astound the world with an Amiga converison.

The player controls Frodo Baggins, hobbit nephew of the legendary Bilbo Baggins who retrieved the One Ring in Tolkein's prequel, The Hobbit. EA claim that, whilst primarily an exploration game, Lord Of The Rings will also feature extensive combat sequences with an assortment of monsters, hoping that the game will appeal to both fans of the books and non-readers alike. Lord Of The Rings, programmed by Interplay, will hit the streets in October priced £25.99.

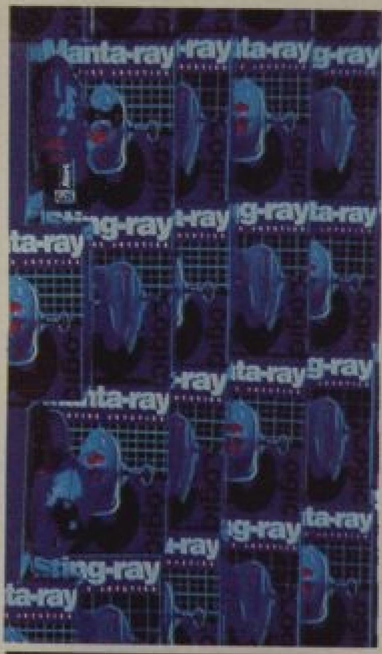
MEDICINAL MADNESS

Boots the Chemist not only sell pharmaceuticals and extra-hold hairdressing products which Paul Rand swears by, they also flog a range of computer gear. Hardly news, one may believe. Ahh, but thanks to the popularity of the computer side of their business, Mr Boot has decided to stock his larger stores with a range of consoles and handhelds.

The lucky machines which will be sitting alongside the Anadins and tubs of scalp-destroying gel are the Nintendo Action Set including Zapper Gun and two games, the Gameboy complete with earphones, link-lead and Tetris cart and Sega's Game Gear. Not only that, there'll be a wide range of software for Master System, Megadrive and Game Gear.









THIS IS A STICK-UP (OR DOWN!)



More joystick joviality this month, with the launch of a new controller and the reduction in price of a couple of oldies. The new stick is called the Gravis and, according to producers Spectravideo, "the Gravis speaks a word and the word is quality".

In fact the Gravis comes without a built in speech synthesiser so there'll be no words at all spoken by it, but its many features do include a padded-foam handle, eight-position centering tension control and three independent fire buttons which could bring multi-button coin-op conversions to life if softcos support it. The Gravis comes in either a black or transluscent casing and costs £39.99 for Amiga, ST, C64, Spectrum (requires interface), CPC, Sega and Nintendo versions, or £49.99 for the anologue PC stick.

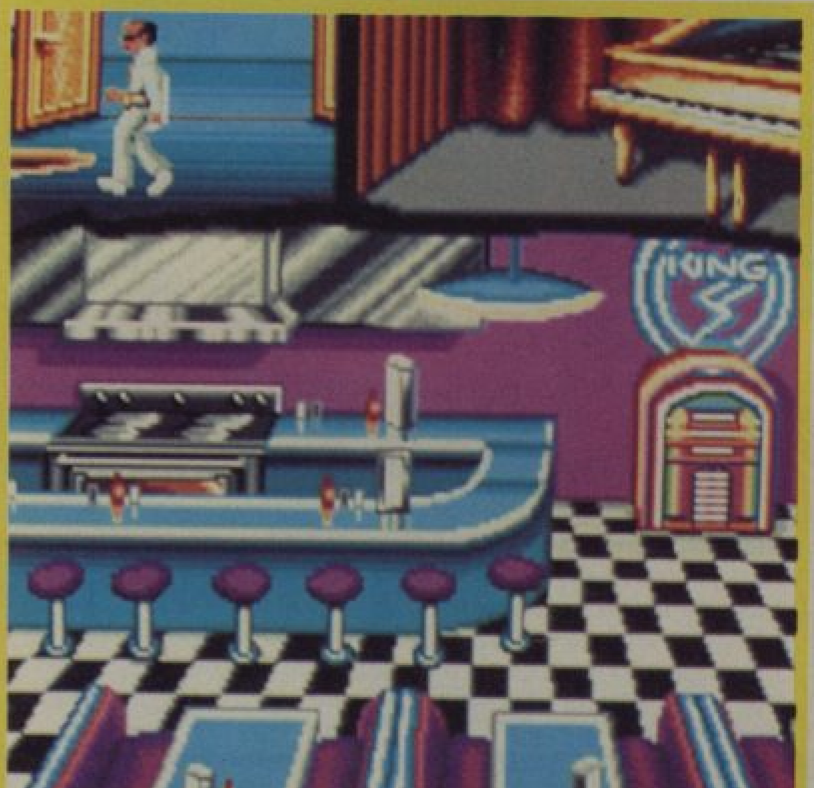
NEWS

MANY MILLENIUM MARVELS

Travel from medieval Sherwood Forest to the stars of the far future, with a trio of titles from Millenium. Robin Hood stars the lincoln-green lawbreaker and his band of merry men in the struggle against the wicked Sheriff of Nottingham in an icon-driven, 3D graphic spectacular to be released in September on PC at £30.99, with Amiga and ST versions arriving a month later, five quid cheaper than the IBM game.

Chinto's Revenge sees a young lad, presumably the Chinto of the title, on a four hundred-plus scrolling screen quest to avenge the slaughter of his family. There are weapons to be found and baddies to be killed, from guards and ninjas to a massive, fire-breathing dragon! Keep your peepers peeped sometime this month for Chinto's Revenge on Amiga and ST, priced £25.99.

Fast, smooth 3D polygons portray the action in Strike 2, a sci-fi flight combat sim which has the player compeling against the best Strike pilots in the galaxy across sixty alien planets. Not only are there five different game types and four levels, Strike 2 features sixty types of craft and more than two hundred weapon, ammo and equipment upgrades. But what sounds really exciting is the ability to link up a couple of computers for real two-player thrills! Strike 2 will be whizzing its way onto software shelves in October, at a price yet to be announced.



GET LOST WITH LES

Somebody's running off with all of Hollywoods's celebs! So what, you might think, it's happening all the time if you're to believe the News Of The World. But this time, they're not coming back! There's only one man who can find the Tinseltown set and it's not The Equaliser, Columbo or even TJ Hooker! It's Les Manley, playboy's playboy and 'tec to the stars in the sequel to the hilarious Search For The King from Accolade.

Lost In LA features digitised graphics of real actors and models, some of them having featured in naughty Playboy magazine. Scantily clad females occupying beaches are the order of the day in the form of Cristy and Misty the bunny girls, Dominique and Monique the mud-wrestlers(!) and, amongst others, Maladonna the pop star. Couple these with a host of tunes including some licensed hits from groups like the Beach Boys (old California surfing band - ask your grandad) and Lost In LA could turn out to be a right good laff, or a sexist load of old beachballs.



FIGHT OF FANTASY

No doubt you've played one of those Fighting Fantasy books - you know, the ones which have you flicking between pages in an attempt to destroy monsters, collect gold and get hopelessly lost as you read the wrong passage and end up on page 62 when you should be at 26.

Anyway, it'll soon be the tenth anniversary of the release of the first Fighting Fantasy, Warlock Of Firetop Mountain. To mark the occasion, publishers Penguin are to release a sequel, imaginitively titled Return To Firetop Mountain, as well as a Fighting Fantasy novel. Not only that, Penguin believe the time is right to begin licensing their product, so expect to see a number of games involving your favourite heroes in digital form very soon.

NEWS

TURTLEY DEVIOUS!

Mirrorsoft are really starting the Christmas release ball rolling with a mass of products in the pipeline, two of which promise to be something extra special.

Their biggest release promises to be the conversion of Konami's hit Teenage Mutant Ninja Turtles coin-op. Featuring all the levels from the original arcade machine, Mirrorsoft are hoping that their latest Turtles project will be every bit as popular as the original.

Probe are handling the programming for Amiga, ST, PC, C64, Spectrum and Amstrad versions. Keep your eyes right here for more news as and when it happens.





Ever busy, Mirrorsoft are also beavering away on Devious Designs. Described as "an unusual fast-action arcade game", the player takes on the role of J J Maverick, square-jawed hero and all-round good guy, who must stop the evil Doctor Devious from turning the world's must famous buildings into cubes. This strange-sounding game will appear on Amiga, ST and C64 at prices of £25.99 for 16 bit and £10.99 for the 64 version.

GUERRILLAS IN THE MIDST

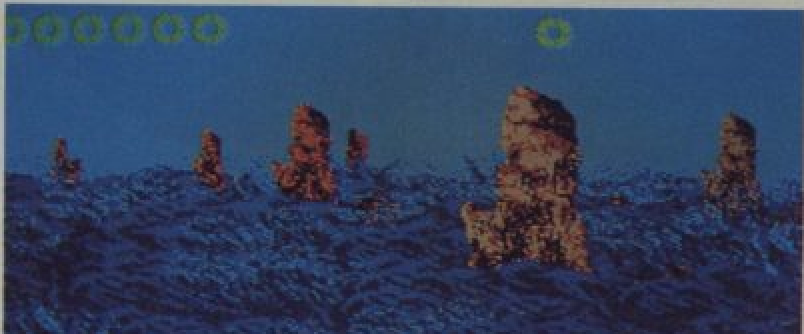
Bolivian freedom fighters aren't usually the sort of people to sign licensing deals with software houses, so how come CCS are producing a strategy game based upon the exploits of Che Guevara, conductor of the 1966/67 civil war in that country?

Well, he's dead, so he didn't have much of a prescence in the talks. The game, Guerilla In Bolvia, takes place across the whole of the country, with the player leading a guerrila unit to the goal of conquering La Paz. Beginning with a measly fifteen soldiers, you will have to deal with ambushes, militia attacks, food collection and other such revolutionary things. Sound fun to you? Don that beret and camouflage jacket and toddle off down to the local software vendor, who should be stocking the Amiga game soon at a reactionary price of £24.99.



ARABIAN KNIGHT AT A PRICE THAT'S RIGHT

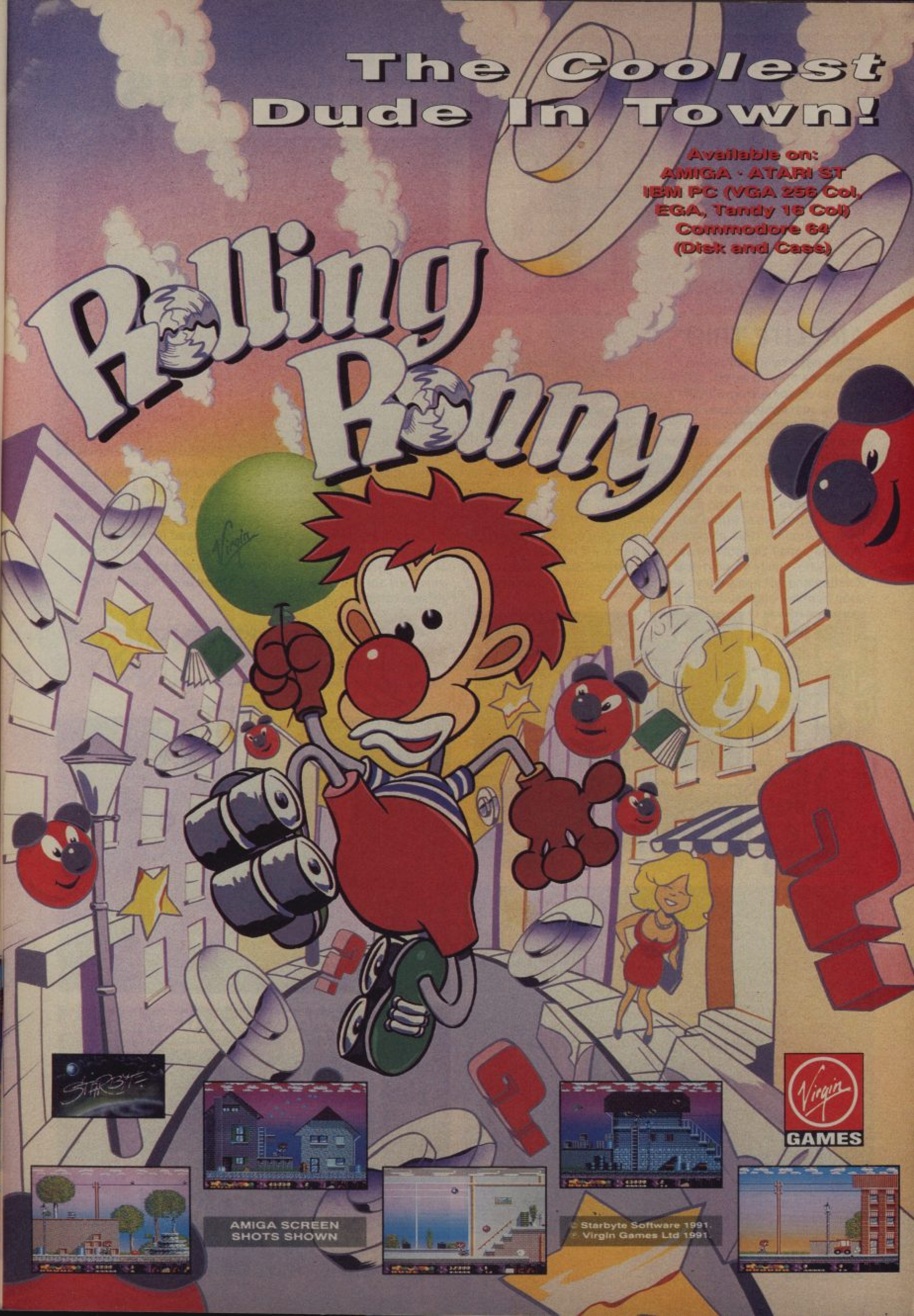
Mirrorsoft, having purchased top US gamemakers Cinemaware, are rereleasing one of their early interactive movies at a cheapy price. Sinbad and the Throne Of The Falcon sees the swashbuckling Saudi battling through the Middle East against a host of mythical meanies including skeletons, wizards and monsters.



Sinbad must also brave the watery terrors of the Black Sea, ensuring he doesn't smash into any rocks as his ship is buffeted about on the waves. It's quite a jolly jape, although looking a tad dated nowadays - but as they're putting the game out on their Mirror Image label at a price of only £7.99 on Amiga, you can hardly argue, can you.







The Coolest Dude In Town!
Available on:
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IBM PC (VGA 256 Col,
EGA, Tandy 16 Col)
Commodore 64
(Disk and Cass)
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Virgin
AMIGA SCREEN
SHOTS SHOWN
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NEWS

EUROPEAN CHAMPIONSHIP 1992™



AN ELITE TRIO

Elite have been extra-quiet for a good while, but now it seems they've woken up, dusted themselves down and decided to do something with the licenses which they've been holding onto for aaaaages.

Last Battle is a conversion of the rather unspectacular Sega coin-op and tells the tale of Azarak, whose homeland has been taken by enemies and who, together with his friends Alyssa and Max, sets out to reclaim it. Graphically Last Battle is looking not bad, but whether the game is going to be up to much we'll just have to wait and see.

Also from Elite is European Championship 1992, due for release in Autumn 1991 and based on the coin-op World Cup '90. Confused? Us too! Anyway, the game will include the teams who qualify for next year's European Championship in Sweden and will apparently use the graphic data and source code from the original arcade machine.

LAST BATTLE



But the biggest game from Elite is probably Dragon's Lair on the Nintendo. Starring Dirk the Daring, Dragon's Lair will not feature the cartoon-quality graphics featured in the coin-op and 16 bit versions, but at the same time Elite have dispensed with the limited gameplay and have opted instead for an arcade adventure-type affair based around the exploits of Dirk. Prices for all these games are to be announced except for Last Battle, which will set you back £25.53 on Amiga and PC, with the ST version coming in at £20.42.



DRAGON'S LAIR





SPORTS GALORE!

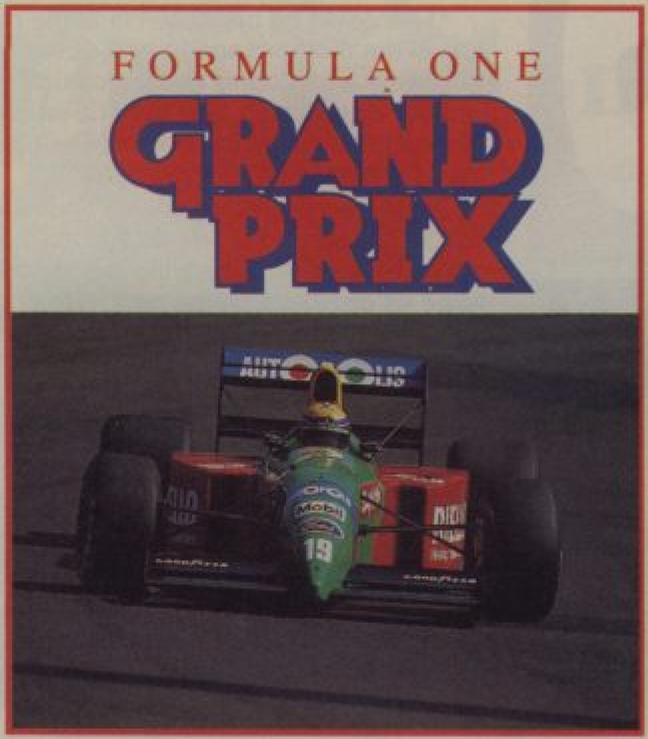
Two fab new games are on their way from Mirrorsoft on their new Cinemaware label. The first, TV Sports Baseball, is the latest in the sport series, and includes all the features which made the previous titles so sought-after.

Graphics, sound and gameplay are all given the Cinemaware touch, but one of the most important features has to be the strong statistical slant of TV Sports Baseball. With a 162 game season, 25-man rosters with 5-man reserve lists to replace injured players and 26 baseball teams, TV Sports Baseball promises to be the most involved of the series.

The other release, Rollerbabes, sounds as if it could be something really special. A future sim incorporating a variety a sports styles like hockey, wrestling, boxing and skateboarding, Rollerbabes stars teams of hunky guys and gorgeous girlies, all out to kick the living daylights out of their opponents.

Teams include the Eraser Heads (schoolteachers), Buzzcuts (hairdressers) Reddiwreckers (a demolition crew) and the cream of the crop, the Rollerbabes. Both games will be out in the next few weeks on both Amiga and PC, at a price of £29.99

Formula One Grand Prix







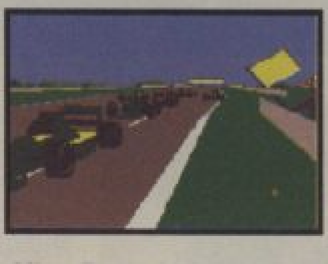


The Greatest Racing Challenge Ever

Have you ever wondered what it would be like to be one of those 26 drivers, revving on the grid, waiting for the Green light to start you off on a mayhem of crashing gears, smoke, roaring engines and burning rubber as the Grand Prix season races off into another year? Well, now you can strap on your seat belt! MicroProse and Geoff Crammond, the author of 'Revs' and 'Stunt Car Racer', have teamed up to engineer the only complete Formula One Grand Prix simulation.

MicroProse Grand Prix is crammed full of features: 16 undulating 3D circuits from the street tracks of Phoenix and Adelaide to the glamorous Monaco harbourside and the choice of 26 independently controlled cars out of the current teams. Study the circuit in practice, adjust your car to achieve peak performance, then roar away from your rivals on the starting grid. It's tough, it's challenging, it's exciting, it's the most realistic Grand Prix simulation ever.

- Authentic cockpit controls with radio and adjustable wing mirrors.
- Realistic tyre and brake wear; judge when to make that vital pit stop.
- View the racing action from television cameras located all over every track andreplay your greatest triumphs and worst disasters.
- Unpredictable weather patterns; the race may start dry but a sudden cloud burst may force you to change your tyres and style of driving.
- Four levels of difficulty from novice to potential Champion, make this a challenge to all drivers.
- From the back of the starting grid to World Champion, MicroProse Formula One Grand Prix, it's all there bar the shouting!



Formula One Grand Prix will be thundering into all good software stores soon for your Commodore Amiga, Atari ST and IBM PC Compatibles.

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Amiga screen shots shown. Actual shots may vary.

MicroProse Ltd. Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8DA.

NEWS

SPECIAL REPORT



What do you think groovy happnin' mega pop stars do when they're not staying famous and making music waves. They play computer games!

Take the Little Angels for example, Britain's newest and greatest rock exports. When the urge to party takes hold, they take a deep breath and play a spot of Tetris. Yup, metal gurus and heart-throbs to squillions of screaming girls, Little Angels are games nuts.

As is the norm at C&VG, we invited Mark Plunkett and Jimmy Dickinson from Little Angels to come and tell us about their fave games. They got into games a very long while back, playing Defender in a Scarborough (their homeland) arcade. Eventually losing interest in vid games, they decided that a life of rock n' roll would be far more fun.

How wrong they were and they soon found themselves hooked on Tetris, playing the arcade as well as the Gameboy version. Obviously the lads enjoy the game. Mark says "I always score better when I'm on the lav", but their other favourites include Super Mario Land, Sonic the Hedgehog and anything to do with the Super Famicom.

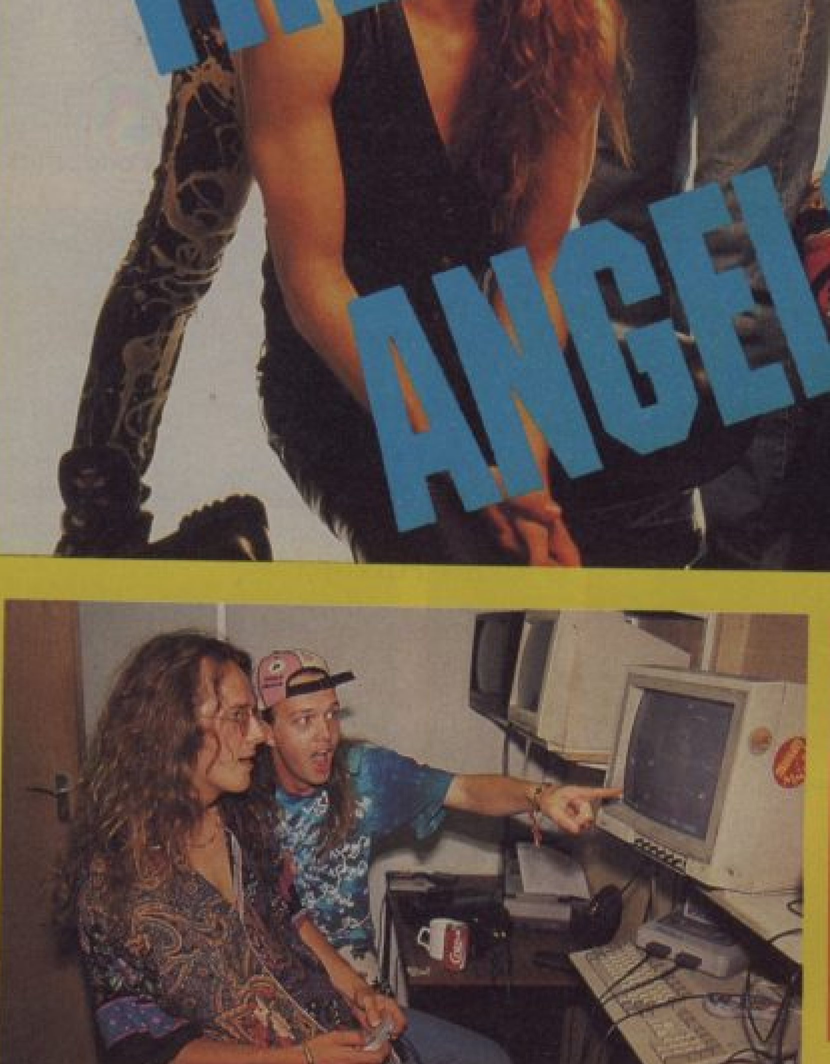
Jimmy, Angel's keyboard wizard, got so involved with the Gameboy that he upgraded to an Atari Lynx. Disappointment was the order of the day though, when Jimmy said "It's not as good as the Gameboy though, it eats the batteries and there's a different type of game on it." He went on to explain, "I mean, Gameboy games are all about skill, you can keep getting better on them, but once you've finished a Lynx game, that's it - it's not a lot for 30, is it?"

Have they been to the arcades recently? Yup, according to Mark: "We've been going to the arcades a lot when we're at home, but you always go back to the classics, don't you? I mean, I'm still putting a lot of money into Defender and Pacland - I'm also getting back into Super Hang-On.

"This could be because I'm in the middle of taking my bike test at the moment and I need all the practice I can get!"

Jimmy adds to this nostalgic burst with, "I'm getting back into the classics too. I've spent a lot of time playing World Cup 90 and I really love the original Double Dragon. You could really feel the punches in that one."

Try as we might, we couldn't pull the rock funsters off the office Famicom and so we decide to let them hear a burst of our musical talent. After hearing our incredible singing, the boys offered us contracts on the spot. "No chance," we said, "We'd much rather stay in and play Last Ninja 3."



So there you have it, the CVG potted guide to why Pac Man is better than a dressing room full of screaming girls. A final note, if you go to see a Little Angels gig (and we recommend you do) then listen to the music just before they take the stage - and rock away to their very own Tetris theme tune!

We think the little Angels are going to be B.I.G...

REVIEW

FAMICOM **£44.95**

BY KONAMI

All work and no play makes Jack a dull boy". So the saying goes, so to combat boredom they created Geoman Land - a sprawling, 19-area pleasure island where visitors can do whatever they desire. Bet, enter quizzes, play video games: if the thrillsters want it, they can have it.

Unfortunately for our two heroes who have travelled to Geoman Land for the time of their lives, nothing in life is free. All the attractions cost money, which the two lads simply don't possess. No matter, for as well as being a couple of lively fellas these guys have no little morale fibre, allowing them to openly and shamelessly mug the indigenous population of their hard-earned in order to pay for their laughs.

They do have one thing going for them though: the fun-loving pair are devout animal lovers and, when they here that cats are being kidnapped in each of the areas, they decide not to travel to the next zone until they've freed a moggy. Ahh!







Everyone in the CVG/Mean Machines office thinks this game is the best thing since buttered baps and who am I to rock the boat? Not I - I have to agree with the general consensus that Geoman Land is a fantastic arcade adventure, incorporating so many extras it makes a dodgy, 100-game Nintendo cart look barren in comparison. There are just so many things to do, places to go, games to play in this masterpiece of Famicom programming that you'll possibly never unearth all of its secrets; in fact, it's probable that at times you'll not want to, going back to one or two of the brilliant arcade games instead. Humour and presentation is the name of the game, with laughs a million (there's a couple of statues with holes where the heads should be, so that your characters can stick their faces through for no reason other than for a giggle!) and events such as the Farting Play - unbelievably weird, but blummin' good fun! Sound is ace, with bars and bars of tinkly tunes and effects and probably the only downpoint of the whole cart is that the the Fammy slows down pretty badly when there's a lot on screen. Thankfully, that isn't too often and it doesn't really intrude on the great time you'll have exploring Geoman Land.

PAUL RAND









◀ Bop the nasties to earn cash

DEAMON GEOMANS!

On each level is a door which, when walked through, leads to the hideout of the dreaded cat-nappers. After a quick chat to an old geezer as to the whereabouts of the pussy, the players then storm through the enemy domain - doling out a swift revenge to each one before encountering the boss-man. Give him a kicking and he lets the cat go free!

▼ Geoman cops a bad hit from a stick weilding goon





Booking ▶ a holiday is murder at this time of yea

▼ A Breakout clone hides in one of the many shops!



FREEMAN GEOMANS!

Whilst most of the inhabitants of Geoman Land leave behind money for the boys to collect, some of them drop useful items such as little kittens which turn the player's weapon, to begin with a rubbishy stick, into a powerful yo-yo. Plus you can toddle into a supply shop and get hold of some other objects, including speedy boots and extra lives - which cost the earth!

GEOMAN WARRIOR

CVG HIT



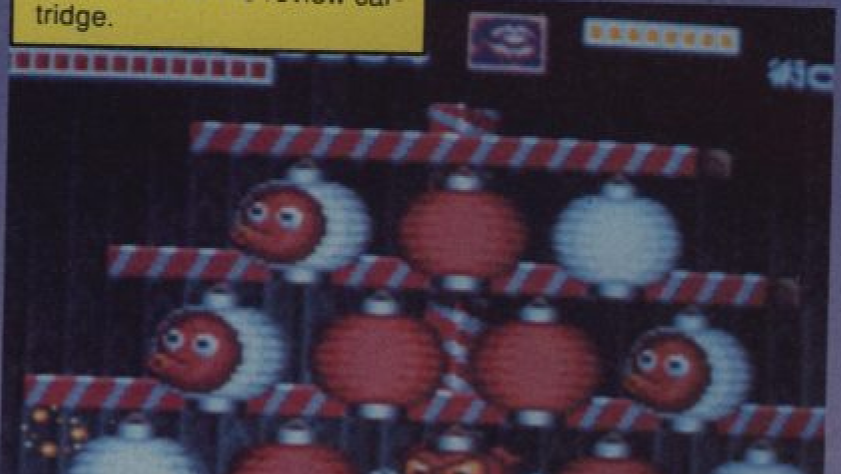


▲ Kill the weirdo pinkos for cash and weapons

THANKS!

...to Advanced Console Entertainment (071 383 0480) for the loan of the review cartridge.

An end of level boss
▼ gets tough on level one





Dozens of games for the price of one cartridge! That's what's on offer in Geoman Land - and this cart must represent the best value for money yet seen on the Famicom! There's something deeply brilliant about this game - and a few things which are disturbing to say the least! With so much to choose from you'll be bowled over first time you play, only to discover that exploration is the name of the game - and there's so much to see and do! You'll get the chance to play at least two arcade games, play that weird game where you hit moles over the head with a hammer, watch strip shows and all sorts of other so-called attractions. Gameplay is excellent throughout and Geoman Land hangs together brilliantly - you never know what's just around the corner. If I do have a criticism it's that the main game - running around and beating up bad guys for cash - can quickly become a bit dull, but this is more than made up by the sheer variety of sub-games. Totally original, utterly vast and darned funny to boot, Geoman Land is a bit of a must buy for your Famicom - even if you do have to endure the incredible farting man! Highly recommended.

TIM BOONE

GASEOUS GEOMANS!

Not only are there quiz shows to enter, dice games to bet on and coin-ops such as Nemesis and Breakout to fill with coinage, there are also concerts showing where guests to Geoman Land can go and pass the time of day. One such play sees one man turning slowly into four, before doing a little dance and ending the performance with a mega-fart so cataclysmic it'll have your characters sprawled across the floor!

Shoot the invisible girlie
▼ with your loose change



FAMICOM

GRAPHICS	88
SOUNDS	92
PLAYABILITY	93
LASTABILITY	95
OVERALL	93


Pegasus
Screen shots from Amiga Version.
WING YOUR WAY TO VICTORY AGAINST SATAN'S HORDES
GREMLIN®
Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS.
Satan has travelled the five planes of existence and shattered the magical crystals which hold the souls of the incarnations of each plane. Satan now has ultimate rule over the planes and entire mortal world. You are Percius, and with your winged companion Pegasus your mission is to collect all the fragments of the crystals and revive the incarnations.
AVAILABLE ON: CBM AMIGA & ATARI ST/STE

NINTENDO **£TBA**

BY MB GAMES

There was a time when being a marble was A-OK. Living with your chums in a nice, warm bag, only having to do any work when some little kid was bored and would drag yourself and your mates out for a bit of a bash. Even then it wasn't too bad. Ok, those humans would smash you against one another, but it was all taken very well and a couple of Asprin later you'd be as right as rain.

But things started to get tough when you got lost down a drain. Finding yourself lost in a world where only the most athletic marble can hope to escape, things were not looking pleasant. For this is the secret world of the Marathon Marble - a sort of Running Man for spherical, glass playthings. Consisting of six increasingly difficult levels, any marble venturing into this nightmarish world would have to complete each stage within the allotted time limit - or else.







Some games you either love or loathe. With Marble Madness, you'll love it AND loathe it at exactly the same time! This excellent conversion of the classic coin-op is so addictive, yet so maddeningly frustrating that playing for long periods of time will have the player climbing up the walls and begging their parents to phone the local men-in-white-coats! The gameplay eases you into the proceedings, making you feel confident enough to attempt a few tricky moves, at which time you'll fall off the ledge about one zillion times, waste a load of time and find that, later on in the level, you don't have enough time to complete that stage. And even when you do survive to the end with a fair number of seconds, you'll doubtless take the wrong route, make a complete balls-up of getting back to where you should be and fail to reach your goal by about half a second! Graphically, NES Marble Madness is very faithful to the original, which isn't surprising as the original is ages old. Sound is pretty weak and you'll probably be reaching for the volume button fairly swiftly, but it's that gameplay that does it for Marble Madness. A great game, but don't attempt to play if you suffer from high blood pressure...

PAUL RAND





de Classic



REVIEW



IT'S JUST A QUESTION OF TIME

Each of the stages in Marble Madness must be completed within a set time limit if the player wants to move on to the next, more challenging level. Along the way, your glass ball must ensure that he doesn't fall off the sides of the track, thereby shattering into tiny shards and losing valuable time.
Not only that, there's a vast array of nasties out there - all doing their best to stop you whilst you're on a roll, so to speak. On completion of a stage, your remaining seconds are added to the next level's total, giving you enough time to complete that track - or so you hope!



You just can't keep a great game down, and Marble Madness is back for a bit of rock 'n' roll on Nintendo! This is one of the all-time coin-op classics faithfully converted to the NES, retaining all the qualities of its arcade grandaddy. Graphically it's nothing to write home about - just like the original. Sonically it's fairly mediocre too - just like original. But in terms of gameplay it's streets ahead, with just the right balance between maddening difficulty and one-more-go playability. Constantly forcing you ahead is the desire to see the next mad marble world and beat all the tricks and traps contained therein - and this can become furiously obsessive after a while. More than just a trip down memory lane, Marble Madness is as fresh today as it's always been - just like those Hovis ads. Buy Marble Madness and enjoy some fine gameplay and a fair few nights burning the midnight oil in a wonderful, wacky world full of things which might just drive you round the twist...

TIM BOONE



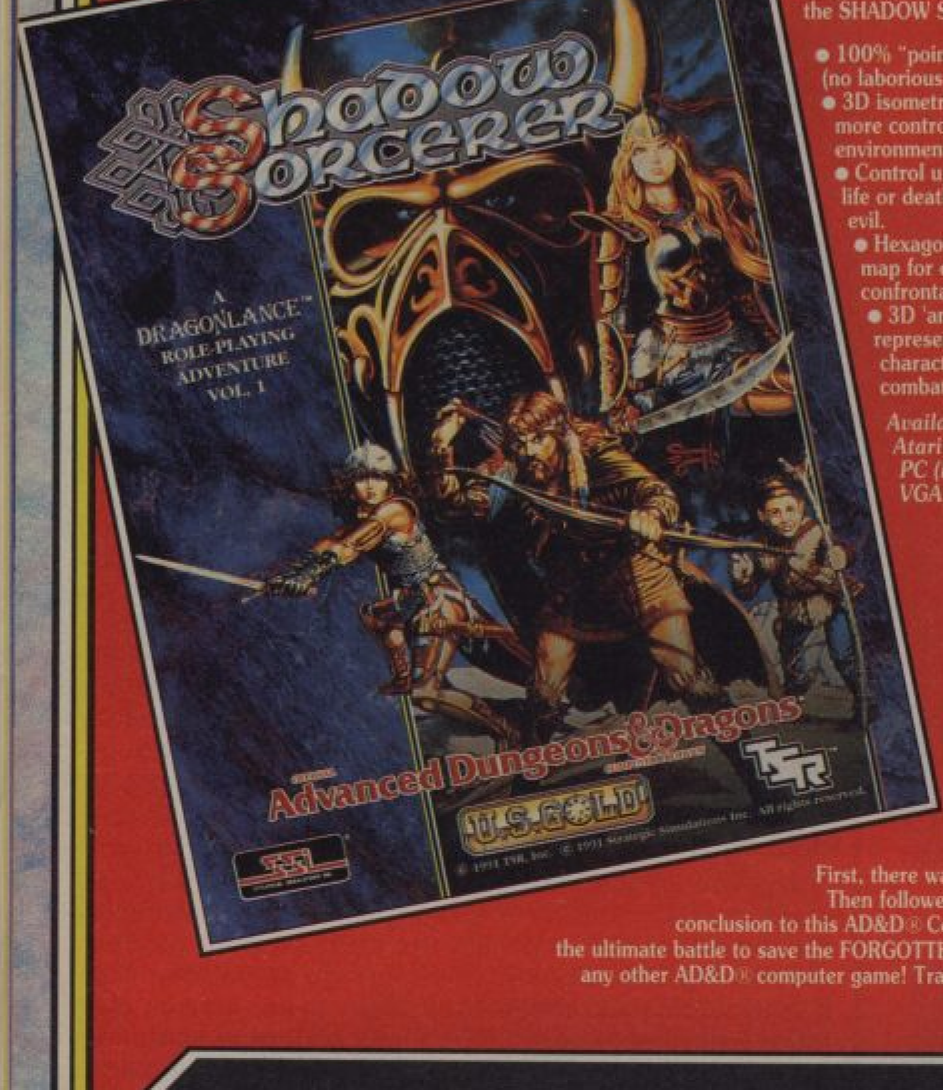




NINTENDO

GRAPHICS	81
SOUNDS	70
PLAYABILITY	88
LASTABILITY	84
OVERALL	**85**

OCTOBER IS A



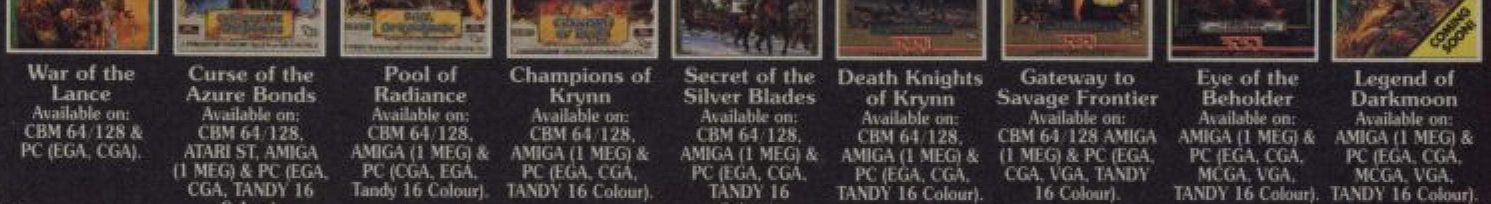
SHADOW SORCERER
This new concept in role-playng adventure means that in minutes you will find yourself in the thick of the action, facing many enemies not the least of which is the SHADOW SORCERER himself.

- 100% "point 'n' click" icon control (no laborious typing).
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- Control up to 4 characters in a life or death struggle against evil.
- Hexagonal grid wilderness map for outdoor confrontation.
- 3D 'animated minatures' represent your cast of characters in real-time combat action.

Available on: Atari ST, Amiga & PC (EGA, CGA, VGA, TGA).



POOLS OF DARKNESS
First, there was POOL OF RADIANCE. Next came CURSE OF THE AZURE BONDS. Then followed SECRET OF THE SILVER BLADES. Finally, there is POOLS OF DARKNESS, the conclusion to this AD&D® Computer Game series! You've come full circle, back to the Moonsea region to fight the ultimate battle to save the FORGOTTEN REALMS™ itself. Prepare yourself for an adventure that's nearly twice as big as any other AD&D® computer game! Transfer your characters from SECRET OF THE SILVER BLADES or create new ones. Either way, you're in for high-level action that'll end this series with a bang!
Available on: Amiga & PC (EGA, CGA, VGA, TGA).



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Available on: AMIGA (1 MEG) & PC (EGA, CGA, MCGA, VGA, TANDY 16 Colour).

Legend of Darkmoon
Available on: AMIGA (1 MEG) & PC (EGA, CGA, MCGA, VGA, TANDY 16 Colour).

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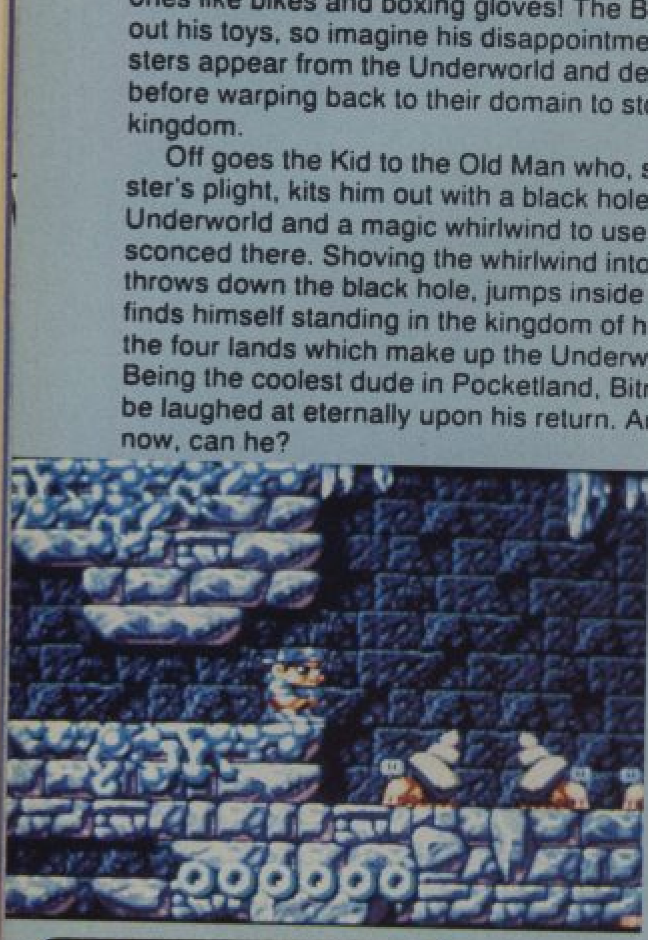
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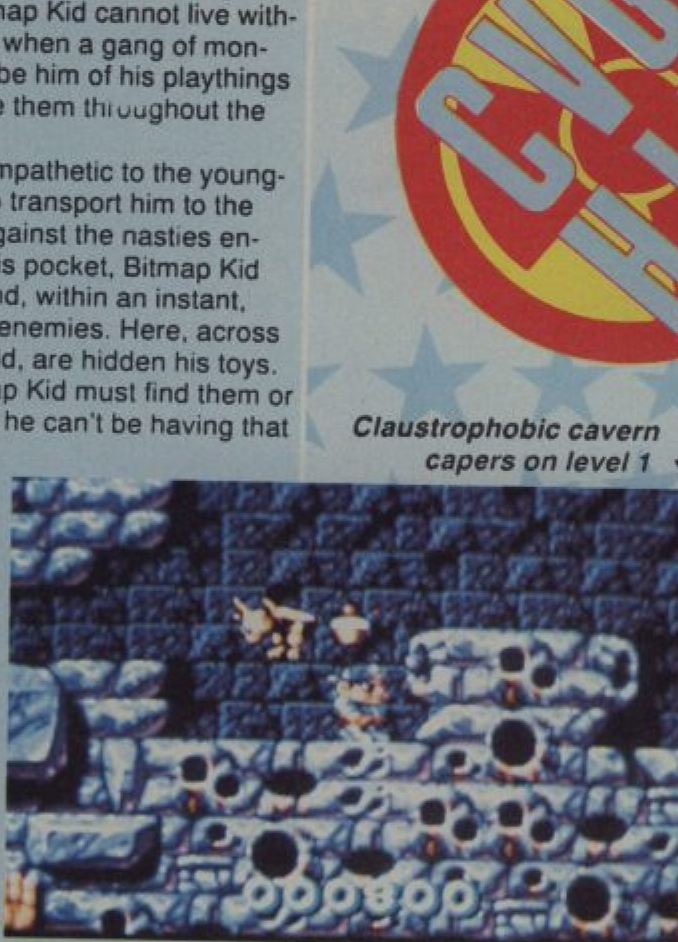
AMIGA £25.99
BY RENEGADE

MAGIC POCKETS
THE BITMAP

We all have pockets, but not the sort of pockets that you'll find in Pocketland. And certainly not the ones stitched into the Bitmap Kid's togs. He's got magic pockets, in which he keeps all his toys. Not little toys like Matchbox cars and toy soldiers, but big ones like bikes and boxing gloves! The Bitmap Kid cannot live without his toys, so imagine his disappointment when a gang of monsters appear from the Underworld and derobe him of his playthings before warping back to their domain to store them throughout the kingdom.

Off goes the Kid to the Old Man who, sympathetic to the youngster's plight, kits him out with a black hole to transport him to the Underworld and a magic whirlwind to use against the nasties ensconced there. Shoving the whirlwind into his pocket, Bitmap Kid throws down the black hole, jumps inside and, within an instant, finds himself standing in the kingdom of his enemies. Here, across the four lands which make up the Underworld, are hidden his toys. Being the coolest dude in Pocketland, Bitmap Kid must find them or be laughed at eternally upon his return. And he can't be having that now, can he?





Claustrophobic cavern capers on level 1 ▼





Considering the time it's taken, Magic Pockets had to be something a bit good. And as usual, the Bitmap Bros have delivered the goods spectacularly. Here is a product which looks good, plays great and sounds unbelievable! Having been greeted with a spoof Operation Wolf intro showing the Bitmap Kid tying his shoelaces, straightening his cap and such, the player is then mindblown by the fantastic sampled Betty Boo track on the front-end. After coming back to some semblance of normality, you'll then press fire once more and be amazed once more by the top-notch graphics and stylish gameplay which the Bros have created. This is not your average platform shoot 'em up - the baddies have intelligence and the bonus items aren't random. There are secret rooms all over the shop, inside which can be found some great gear, including weapon helmets taken from previous Bitmap games - in particular the Xenon II helmet which fires a giant laser bolt from the eyeslit! Massive maps allow the player to explore and experiment with objects for ages without having to immediately go for the exits. In my mind, Magic Pockets is the best thing from the Bitmaps yet. Buy it and agree.

PAUL RAND

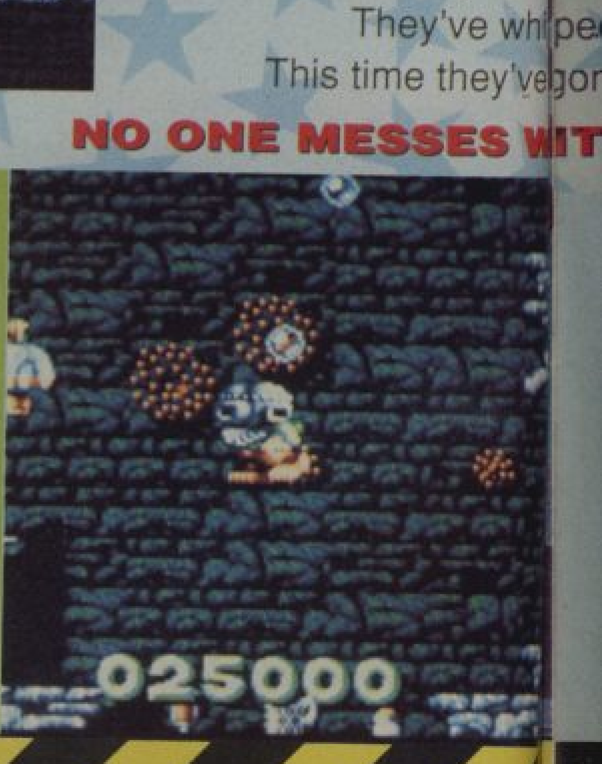


They've nicke
They've whipped
This time they've gon

NO ONE MESSES WIT

GAME FOR A LAUGH

The Bitmaps have done away with the conventional idea of end-level guardians and instead have opted for bonus games at the end of each level. To move to the next land, the Bitmap Kid must either race his bike against monster cyclists and have a boxing match with a gorilla, amongst other things, each event involving the use of the latest toy retrieved. Groovy, huh?



AGIC CKETS

MAP BROTHERS



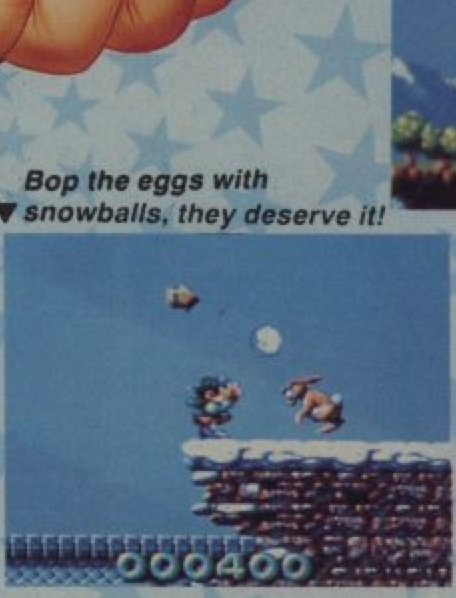


◀ *Ice cubes can trap or destroy enemy monsters*

Attack of the killer ▼ *bunny rabbits!*



Bop the eggs with ▼ *snowballs, they deserve it!*



UPDATE

Magic Pockets should be doin' its do on the ST right about now. With other Bitmap products appearing on the consoles, who knows where it'll pop up next!

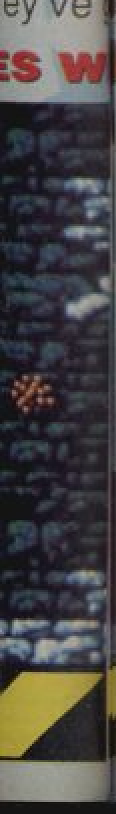
've nicked his bike.
e whipped his helmet.
ey've gone too damn far…

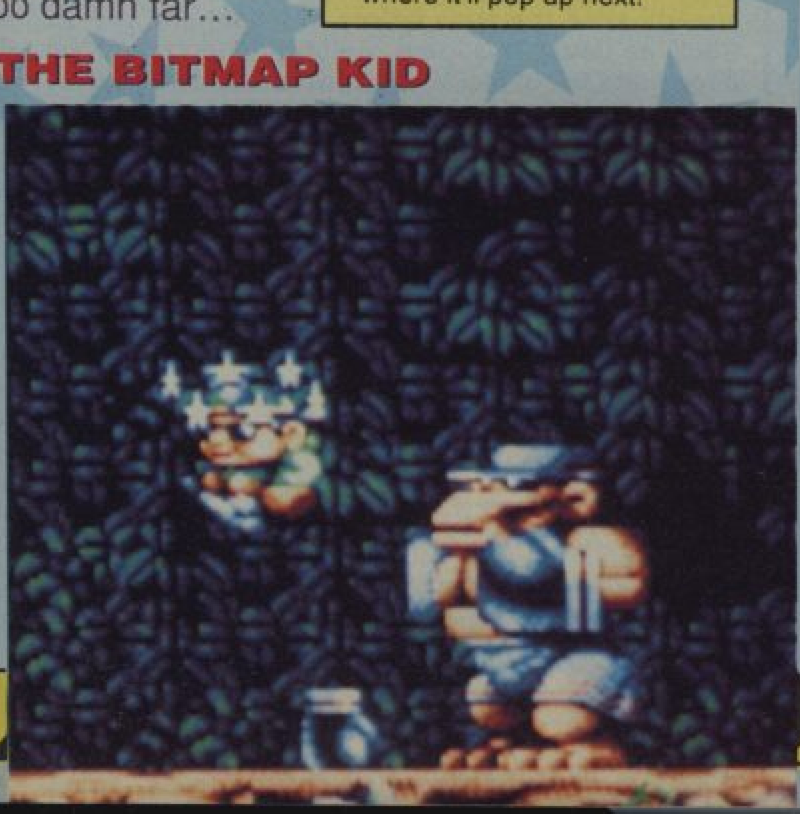
ES WITH THE BITMAP KID



BETTY BOO AND THE BITMAPS

Renegade, being a part of music company Rythm King, don't have to look far when they're searching for a snappy ditty to include in their games. Magic Pockets is no exception! For their latest product, the Bitmap Bros have enlisted the talents of dusky songstress Betty Boo, whose Doin' The Doo appears in all its remixed, sampled glory on the front end of Magic Pockets. The lads went into a recording studio, sampled various instruments from each track making up the single, then lumped 'em all together using a Soundtracker clone. The end result is a near perfect interpretation of the original tune. And so it should be - the Bitmap version uses around 400K!



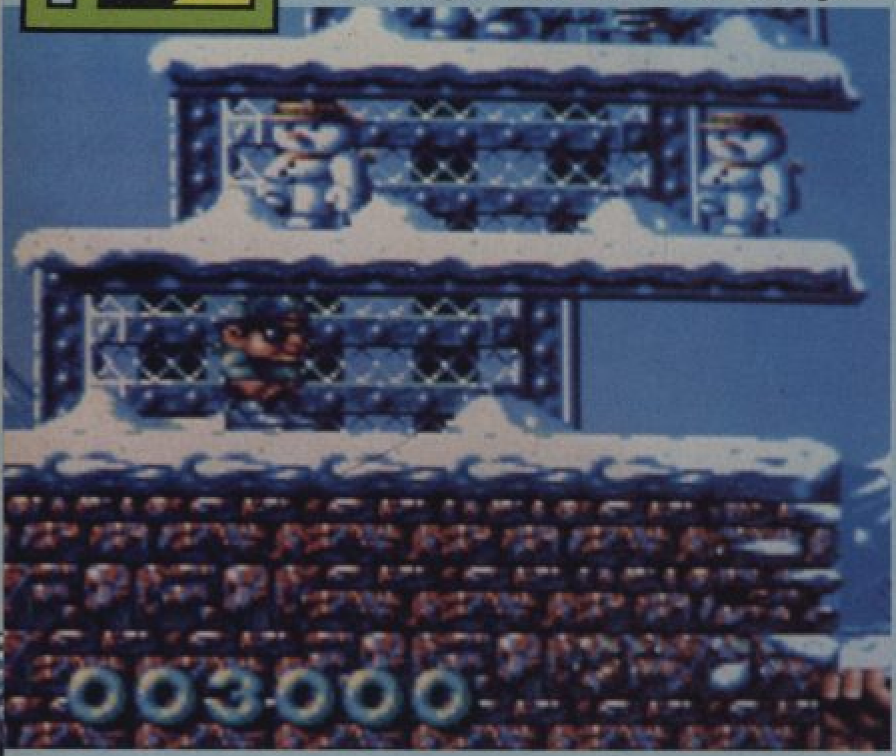




MAGIC POCKETS

CVG HIT

▼ *Snowy wastelands are full of danger*

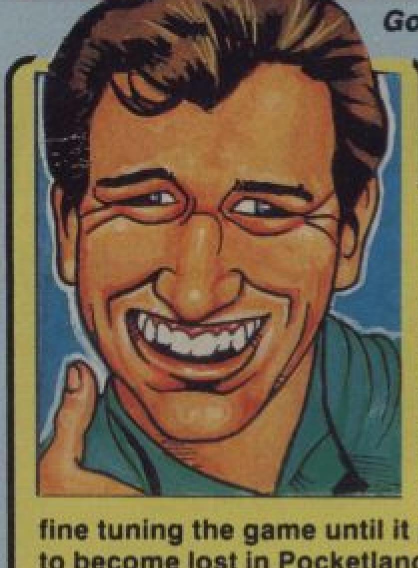




Go ape in the jungle section ▲

POCKET POWER

The type of item to be collected by the Bitmap Kid depends upon the amount of baddies killed. Each time a nasty is wiped out the item count is increased by one, allowing bigger and better items to be collected every time a monster is destroyed. Objects available range from sweeties, which add points to the Kid's score, to energy-boosting coffee cups and extra life-giving bottles of milk!



Lucky enough to be treated to an early preview of Pockets, I knew we were all in for a bit of Bitmap brilliance once again - and here it is at last! Magic Pockets is just that: Magic. It may have taken a while in the making, but rest assured that Renegade have spent that time fine tuning the game until it plays like a dream. It's easy to become lost in Pocketland whilst battling through the screens against enemies so cute it's almost a crime to dust them - and time flies as you venture just that bit further 'cos the desire to find out what comes next just grows and grows. Graphically it's excellent (even if we've already seen the style before in Gods) and the soundtrack, as usual, is superb. Better looking than Kylie Minogue and full of more features than Betty Boo's bicycle shorts, Magic Pockets is something to sing about. My advice is to buy this a bit quick - Do, do, do do...

TIM BOONE



TVs display a mini map of each level ▲

Trouble on the first level, catch the slimers ▶



AMIGA	
GRAPHICS	92
SOUNDS	93
PLAYABILITY	92
LASTABILITY	91
OVERALL	93


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REVIEW ▶▶

MEGADRIVE £40.00

BY SEGA

Oh no! Whilst Mickey Mouse, the sorceror's apprentice, was catching up with a spot of well-earned kip, an evil wind from atop Bald Mountain has descended onto the castle and whisked away the musical notes from the sorceror's magical music book, depositing them throughout the land of Fantasia!

Never one to shy away from a challenge, or perhaps because he'll be for it if his master returns, Mickey picks up a few spells and leaves the castle to search for the missing notes.

But Fantasia is a large and dangerous world for a little mouse to be alone in and each of its four lands hold surprises galore. Can Mickey brave the terrors of crocodiles, killer mushrooms and, of course, the dancing broomsticks, retrieve the notes and get back safely? If one mouse can triumph, it's got to be Mickey!





MOUSEY BONUS BUSINESS!

If Mickey is lucky, he'll be able to collect special items which either add to his score or increase his strength and magic powers.



SPELL BOOKS: Increase magic points and add to the score

STARS: Give Mickey more Hearts and bonus points



CRYSTAL BALLS. POTIONS. DINOSAUR EGGS: Bonus points



Fantasia is one of the most eagerly awaited games on the Megadrive and so it comes as a bit of a surprise to discover that it's a crock of old pants. The scenario is based around the Disney cartoon and soundtrack, a shame then, that the music is one of the weaker points of the game. There's no doubting that the graphics are delightful, but the appalling sprite collision detection and unforgiving gameplay spoil the effect. The Mickey sprite is nigh on perfect, but you only have to look at an enemy sprite to lose a life. This makes the game quite stupidly difficult and frustration is the only feeling you'll have after playing. Sloppy programming and poor design have ruined what could have been one of the best Megadrive games ever. If you want a decent platform game, then check out Sonic or even the original Mickey Mouse game - Castle of Illusion.

FRANK O'CONNOR

MICKEY'S MAGIC MOMENTS

Mickey is capable of using two types of magic - little spells and big spells. The little spells use up one magic point (Mickey begins the game with three) and is useful for getting rid of small enemies. As you'd expect, the big spell is necessary to wipe out larger baddies and, as it's a heftier spell than its more miniscule counterpart, uses a full three points.





FACING THE MUSIC...

Not only does finding a musical note take Mickey one step nearer to his goal of finding all of the sorceror's music, but picking one up causes him to glow, making him immune to the attacks of the creatures of Fantasia. Be warned, though, that this invincibility lasts for only a short time...



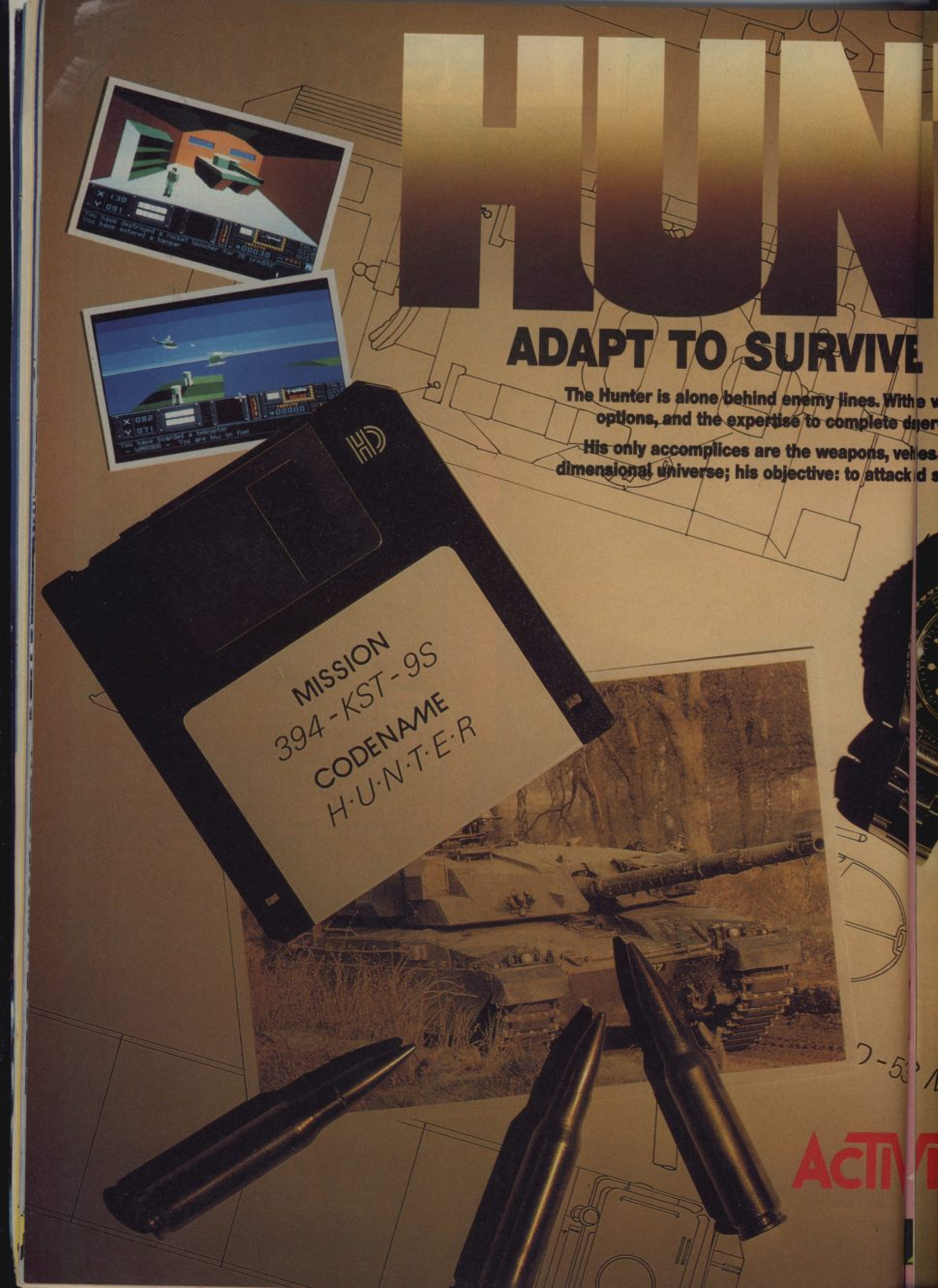
The second Mickey Mouse game to hit the Megadrive is, like its Castle Of Illusion forerunner, awash with beautiful, cartoon-quality graphics which fully capture the spirit of the Fantasia feature-length cartoon. Mickey himself even has that cute swaying motion associated with those very early MM cartoons! Coupled with an array of listenable classical ditties, you'd think Fantasia bears all the hallmarks of a classic nostalgia trip. Sadly though, the fruit which was close to ripening withered and died from a disease known as Frustraticus Playabiliti. This game is so agonisingly difficult that even the most patient gamer would have his temper sorely tested, so you can imagine the expletives hollered around the CVG office when we picked up the pad, pressed the start button and spent what seemed like years trying to get out of the castle without being scalded by cauldrons, swept up by broomsticks and molested by mushrooms. If there's any justice in the world, whoever did the playtesting for Fantasia ought to be standing in the dole queue at least, or standing in front of a firing squad at best. The game promised so much and delivered so little. It's a great shame - Fantasia could have been something extra special.

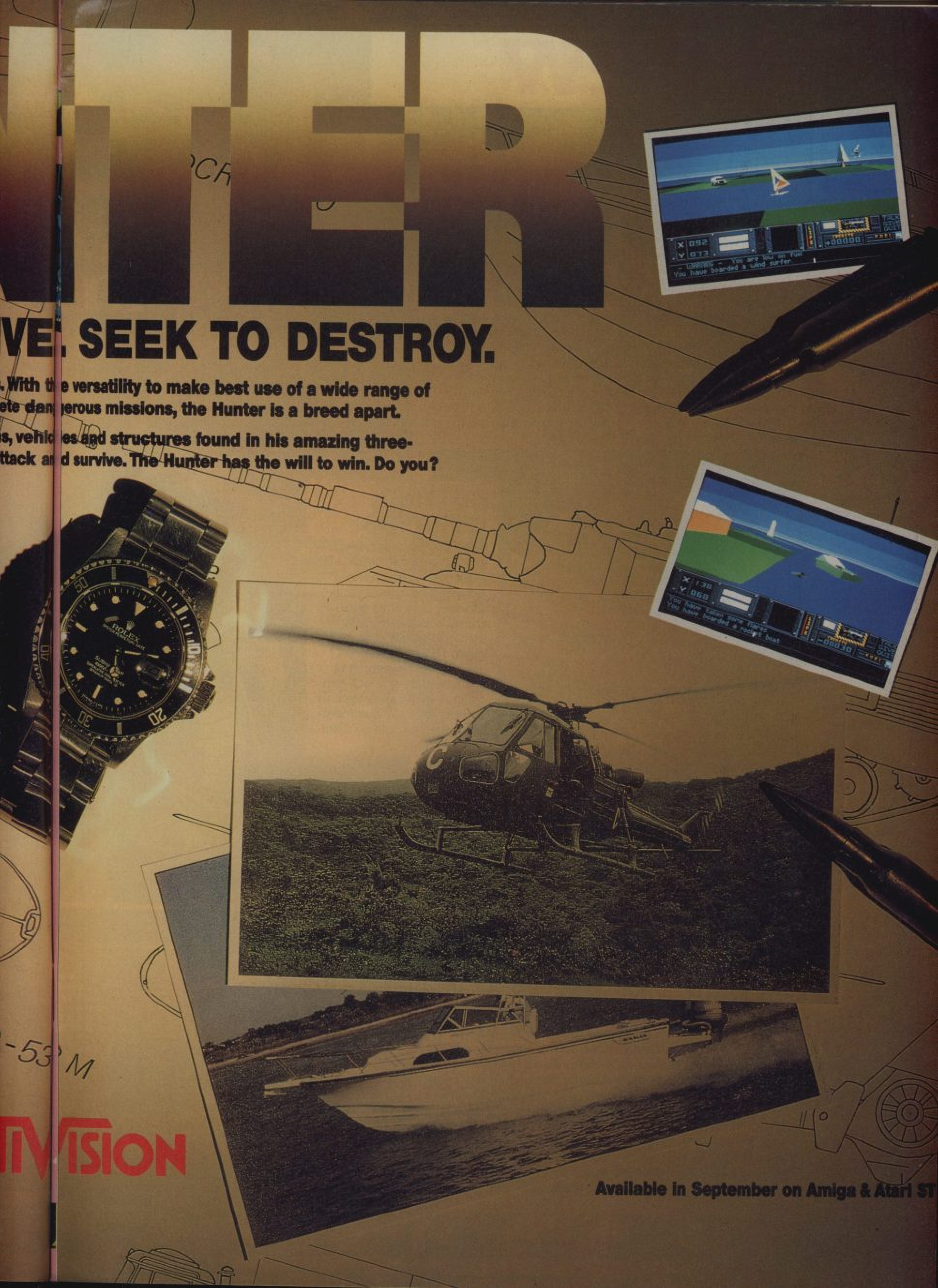
PAUL RAND





MEGADRIVE	%
GRAPHICS	89
SOUNDS	81
PLAYABILITY	51
LASTABILITY	58
OVERALL	53


HUN
ADAPT TO SURVIVE
The Hunter is alone behind enemy lines. With
options, and the expertise to complete
His only accomplices are the weapons,
dimensional universe; his objective: to attack
You have destroyed a rocket launcher for 30 credits!
You have entered a hangar
You have boarded a helicopter
MISSION
394-KST-9S
CODENAME
H·U·N·T·E·R



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VE. SEEK TO DESTROY.
. With th e versatility to make best use of a wide range of
ete dan erous missions, the Hunter is a breed apart.
s, vehic es and structures found in his amazing three-
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TIVISION
Available in September on Amiga & Atari ST

REVIEW

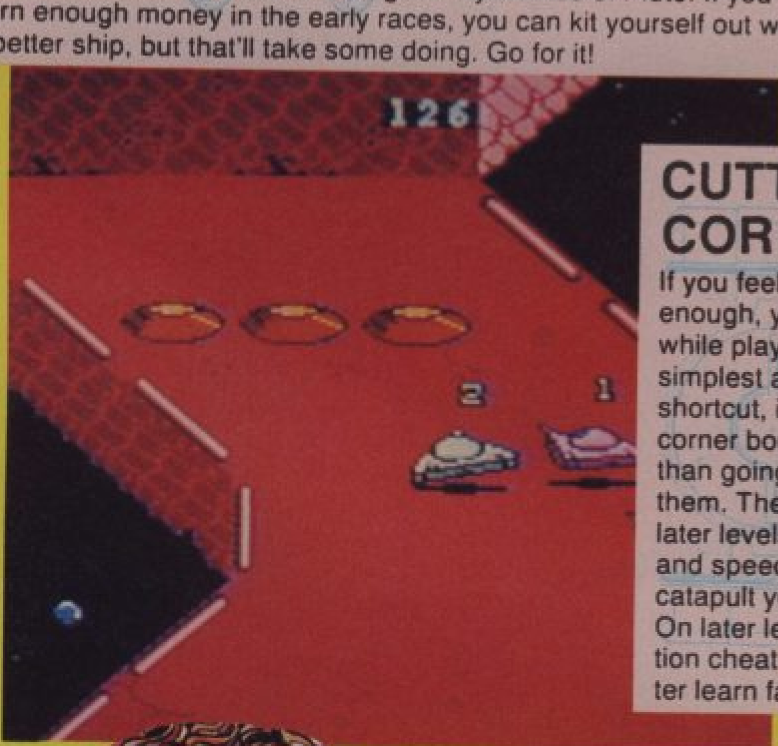
NES **£TBA**

BY ACTIVISION

GALAXY 5000



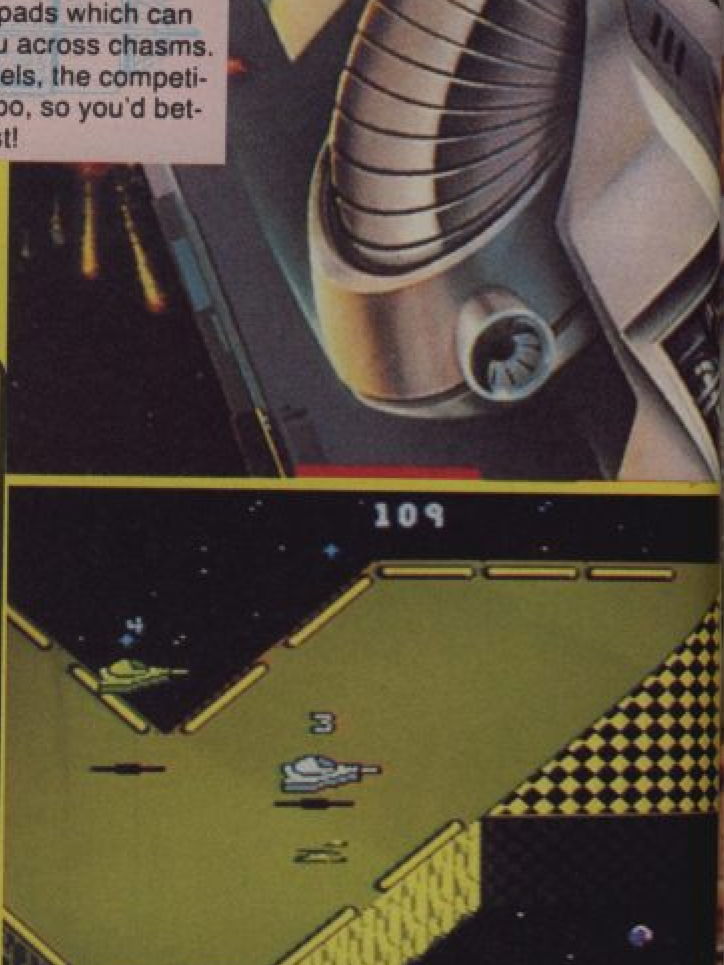
In the 51st Century the Galaxy's most popular sport is Turbocraft racing. This sport is played by the universe's most dangerous psychopaths and watched by vast audiences. It's time to put on your special Turbopants and head for the most dangerous parts of the solar system, in a quest for money and glory. Actually, the money is a bit more important than the glory! You start off racing your craft around a smooth scrolling track on the planet Mercury. The craft can jump great distances and is equipped initially, with a rather groovy machine gun. This damages the other racers and more importantly, slows them down. The track is littered with obstacles, including crystal barriers, landmines and rather nasty gun-turrets. Upgrading weapons is simple and you'll soon find yourself with a very porky little gunship! The action moves around the Solar System, with the ultimate destination being the icy wastes of Pluto. If you earn enough money in the early races, you can kit yourself out with a better ship, but that'll take some doing. Go for it!



CUTTING CORNERS

If you feel big and clever enough, you can cheat a little while playing the game. The simplest and most effective shortcut, is to jump across corner boundaries rather than going all the way round them. There are also, on later levels, springboards and speed pads which can catapult you across chasms. On later levels, the competition cheat too, so you'd better learn fast!





The first thing you notice about Galaxy 5000 is the superb front end. The opening presentation screen is a hoot, shame about the music. The graphics in the game itself are excellent, with neat, well animated sprites and brilliantly fluid scrolling. The racing is frantic and learning to control your craft is half the battle. Luckily there are two methods of control, one directional, the other a rotation system (which is blimmin' tricky). There are lots of things to see and do on the racetracks, weapons pods to pick up and obstacles to destroy. There are shortcuts to learn on almost every track and these are essential for good racetimes. The game can only really be described as a cross between F Zero and Super Sprint. It takes the best gameplay features from both and the combination is one of the best racers available on the Nintendo. Watch out for the groovy sampled speech, like when you bash a racer off the track and shout, "Scuse me!"

FRANK O'CONNOR



GALAXY 5000





SPACED OUT TRIP MAN!

There are nine worlds to visit in Galaxy 5000 and spookily enough, that's exactly how many there are in our solar system. If you think that's uncanny, then you'll be even more shocked to discover that the whole thing is based in our very own galactic back yard. It could be very dangerous crossing the roads of Saturn with these young hooligans tearing around at speeds of up to mach 5. The race goes in order of the planet's position in relation to the sun, so Mercury is first and Pluto last. With four races on each world, that makes a total of 36 tracks to conquer, so you could be at it for quite some time.



Galaxy 5000 is a fun race 'n blast, right enough, with a wealth of tricky tracks full to the brim with such terrors as spikes, gun emplacements and rocky outcrops to scupper the budding galactic boy-racer and, of course, the opposition. The forced-perspective graphic style works a treat, and the scrolling is as smooth as you could hope for. There's also some great sampled speech included in Galaxy 5000 too - in fact I'm sure one of the samples is that of Marty McFly in Back To The Future 2! So why did I come away feeling slightly iffy about the game? Well, it's primarily the awkward control method which, more often than not, sees the player either career off the side of the track into the murky blackness which is space, or jump over a hazard, only to slightly shift the controls and meet your doom that way. A joypad really isn't the best form of controller to use in this type of game, in my opinion, which is probably the main reason for the constant death which I experienced. Galaxy 5000 is a worthy enough game, no doubt about that, but I suggest you have a go before you part with your dough.

PAUL RAND





HONEST FRANK'S USED SPACECRAFT EMPORIUM

If you're really smart and groovy, you can earn enough cash to buy an incredible new piece of space racing hardware. These include the Tomahawk, the Crusher, the Phantom, the Scorpion and the best of the bunch, the Stiletto. It'll take a very long time before you can afford one of these babies. The weaponry, speed and handling abilities all improve as you upgrade your craft, but then so do the competition...

NINTENDO

GRAPHICS	85
SOUNDS	86
PLAYABILITY	87
LASTABILITY	85
OVERALL	**86**

WIN

FABULOUS FAME AND FORTUNE WITH CVG!

So you want to be famous, eh? Want to see your name in Britain's greatest games mag and be the envy of all your mates? Want to be almost as well known as Nigel Mansell? Want everlasting glory as a CVG hero in these glorious pages? Want to win a bundle of games for your machine? Read on...



I'M COMIN' GET YA!



We like a bit of a laff here at CVG, so we've come up with a bit of a good idea. Do you know somebody famous? Are you Jeremy Beadle's best buddy? Are you mates with Bernard Manning? Is Leslie Crowther your second uncle or Terry Wogan your grandad?

If you know somebody famous, are related to them or if you ARE Jonathan Ross, then this is the compo for you! Write in with a picture of yourself with this famous relation and you could be in line for £200 worth of games for your computer or console together with a mention in the CVG Celebrity Spotters Hall Of Fame. Cripes!

And you don't need to worry if your relatives are complete nobodies of no interest to anyone at all. If you've got a photo of yourself with a celeb (the sillier the better) you can still enter and stand a chance of winning this delicious prize!

So what do you have to do? Simple - hook out that genuine photo of yourself with somebody famous and stick it in an envelope with a letter explaining where and when you met them, how you're related and what they're really like. Then pop the whole lot off to: I WANNA BE FAMOUS TOO, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. We'll print a selection of the best entries and award a spanking £200 worth of games to those who tickle us most with their desire for stardom. So get scribbling and get famous!

SMALL PRINT: OK, it's that tiddly type time of day again - so here goes. All the usual CVG compo rules apply, so don't enter if you've anything to do with EMAP or you haven't met any celebs or Paul Rand will come round and tell you all about the time him and Emlyn Hughes had a few jars together - true. You can enter as many times as you like, but each entry must be accompanied by a different celeb and suitably funny letter. By the way - did you know Tim once played darts against Eric Bristow, got totally stuffed and even managed to miss the board twice? What a boy!



REVIEW

MEGADRIVE £34.99

BY RAZOR SOFT



Why is it that the 21st century is always a nuclear wasteland? Why can't the world turn out nice, with flowers and birds and trees? Well, for one thing, it wouldn't make a very good setting for an ultraviolent shoot 'em up - so maybe it's just as well!

Technocop is set (surprise, surprise) in a desolate nuclear wasteland in the 21st century. You take the role of a futuristic law enforcement agent with a big weapon and a B.A.D. attitude. The local bad guys, the D.O.A. (Dead On Arrival) are getting a bit out of hand and you have been chosen to stop them.

Fortunately you're equipped with some fairly serious hardware including a very tasty Lamborghini and a massively dangerous gun. The gun is loaded with bullets which explode inside the victim, turning enemy sprites into a very icky mess.



Technocop turns his back as the first baddy is attacked by the cotton-wool balls of Doom ▼



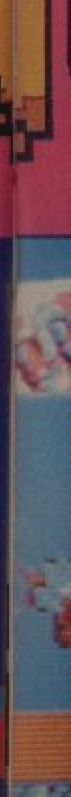




Technocop has been coming in for a bit of stick in the CVG office. I have to disagree, 'cos I think it's quite a jolly little game - at least in the short term. It does have its strong points, such as the fast, realistic scrolling road in the chase section and the oh-so-sicko twitching of the corpses of criminals when they've been blasted. Not only that, your James Bond-like character can also blow holes into little kids! However, Technocop does trip over its laces on more than one occasion, the most obvious reason being the sparseness of both gaming stages. On that subject, there simply isn't enough variety in them, each stage looking and playing the same as the last. I'd definitely give this one a try in the shop before making any sort of purchase decision, but overall it gets the Rand thumbs up as a pretty decent little racing blaster with a fair few extras thrown in.

PAUL RAND







VERY HARD DRIVIN'

Technocop is played in two sections, the first and most graphically attractive is a driving sim with heavy Roadblasters influences. You have a Top mounted cannon which you can use to blast your opponents off the road, but it's one helluva lot more fun to ram them as you draw level! The driving can be tricky, especially when cars appear from nowhere over the crest of a hill - but the corners aren't particularly sharp and automatic gears ease the stress a little. This bit goes on for a set time limit, after which the game style changes drastically.





The next section is a horizontally scrolling shoot 'em up, looking suspiciously like Rolling Thunder. These bits are very short, simply shoot anybody you come across (except for the cute kids) and capture the guy you're after. He's hidden somewhere in a building and is very hard to find, let alone kill.

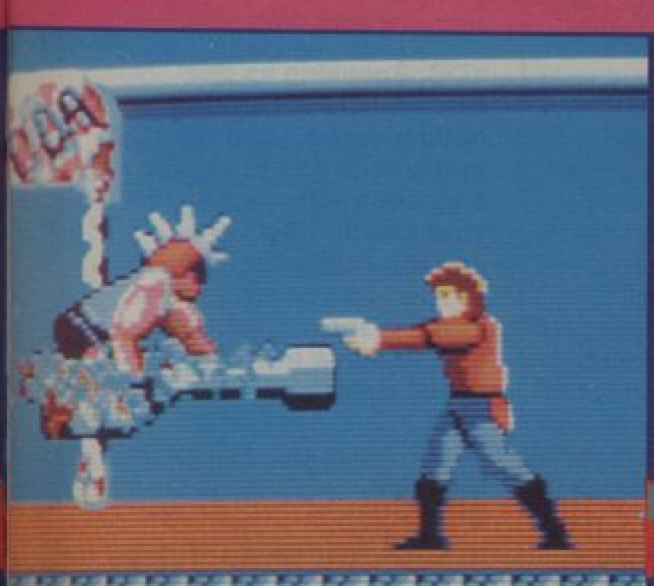
To do this, you change your ammunition to a specially weighted net. If you can't be bothered trapping him, just shoot the sucker to be on the safe side. There are 11 of these nasty geezers to catch and so you could be at it for quite some time.

NOCOP



This weird kind of hybrid game is usually only used as a film licence. This time, however, there's not a famous name in sight. Technocop has some fairly reasonable graphics, at least during the driving section, but these start to look a little dodgy when the shoot 'em up section gets under way. The main problem with Technocop is repetition. It may sound like a bit of a bargain getting two distinctly different game styles for the price of one, but the value for money starts to sink pretty quickly when you discover that they're both mind-numbingly dull. Still, the sound effects are pretty spanky and I suppose the game does have its own sense of humour. For example, shooting old ladies pushing prams knocks 5000 points off your score, so don't blimmin' well do it. Technocop is a game which could have been quite superb, but in my opinion some pretty poor programming and overall bad design have ruined a nice idea which could have been turned into something special. Avoid.

FRANK O'CONNOR





MEGADRIVE

GRAPHICS	66
SOUNDS	65
PLAYABILITY	74
LASTABILITY	71
OVERALL	**71**



YOWZA! Yours truly is still recovering from a Mailbag stuffed full of stuff, including quite a few choice insults aimed in my general direction. Not only that, but one or two exposed a little bit of cheating on the side while a couple more almost made me laugh. If you think you can raise a chuckle, chuck me a line at YOB'S SACKFUL OF FUN, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Best letter wins a spanking £100.00, so get scribbling!

SPOT THE SWIZZ No1

DROPOUTS DOWN UNDER

Dear Yob,
I was in town this morning, doing what I do every Saturday morning, reading all the other computer mags on the newsagent's shelf (CVG is the only one which I actually buy). Anyway, I was looking at Australia's only magazine dedicated to electronic entertainment and in the news section was an article on the Express.
Upon reading this article, I found it to be word for word identical to the article you had in the Feb 1991 issue of CVG! In fact, the only difference was that they changed the title from Pocket Pirate Shocker! to Naughty Nintendo!
Do you know about this? If not, will you kindly allow me the privilege of dealing with the losers at this crap mag in the appropriate manner.
PS At the end of the article it said that the Express made you blind and the Gameboy did not. Can you please explain this?
"Duffin The Dag"
Glen Forrest,
Western Australia

YOB: Well done, my little down under duffer. Rest assured our lawyers will be in touch with this gang of rank amateurs. These fly-by-nights have just proved what you have already demonstrated to be true - that lager-swilling Aussie layabouts don't know how to string two words together without asking silly questions about handhelds and hiding behind even sillier names.

WHY CAN'T I SPEND A PENNY?

Your Mighty Yobness,
What is the world coming to? Why is it that people under the age of sixteen are barred from video arcades that aren't near some sewage-ridden pile of sand or stones (a beach to you and I)? If you're going to get hooked (if anyone does get hooked) you could always do it on one of those rubbish Space Invaders coin-ops in any old chippy - so why not in an arcade?
I know parents look upon coin-ops as a waste of money, but who are they to criticise when they can spend about £1.50 on a packet of cigarettes or a pint of ale. And what do they get for their money? Either a full sick bag or a chance of getting lung cancer, that's what! When will our parents wake up to the fact that all we want is a bit of fun and we're not all out to waste money.
PS Congrats on the new look, but how about a bit of colour on the high scores page?
Dominic Riddex
Henwick Park, Worcester.

YOB: Speaking as one who's tried everything you outline above, I can tell you that arcade games are the only ones actually good for your health. How? Well, you can hold onto them for support as you roll around drunk in the boozer, twenty tabs hanging from the corner of your mouth, the joystick in one hand and a gently moulding kebab in the other.
But seriously (Crikey! - Ed) it is sad that many young



people are banned from arcades because they contain a few fruit machines and other boring bits and bobs none of us are remotely interested in. Life can be a right GX4000, eh?



CRUSTY COIN-OPS?

Dear Yob,

I was reading through a recent issue of CVG when I got to the Mailbag and came across a letter from Robert Holland saying that coin-ops are a thing of the past. You asked for people's opinions **(that's right, so get on with it - YOB)**. Well, here are mine.

Coin-ops could never be a thing of the past, but the problem is that most arcade games look the same these days. There are no new ideas. Also, arcades are expensive. I do agree with Robert about making arcade machines available to the public though, so how much would coin-ops like Pole Position and Enduro Racer cost?

David Gooderham
Sible Hedingham, Essex.

YOB: The controversy rages on. Perhaps it's time I put a stop to all this arcade aggro by issuing a few words of wonderful wit and wisdom to the world in general. On second thoughts, perhaps not.

MAD AS A HATER

Dearest Yob,

I hate you. I hate the clothes you wear. I hate your stupid little designer stubble. I hate the way you brush your hair (if you brush your hair at all) and I hate the way you wear that pitiful little thing on your wrist.

In fact I hate everything about you. So why don't you do everybody a favour and jump off a cliff and let me have your badly paid job? Then maybe I can make something of your letters section.

Just in case you forget how hard I am and don't send me the £100 I'll get my best friend Jack the psycho axe wielder from the from the Yorkshire Moors to go around to your trampy house and beat seven shades of crap out of you while you sleep.

Matthew Hayes
Oakwood, London



YOB: I see your point. The crayon was a bit difficult to read, but hopefully the doctors will let you use a proper pen once you've recovered from the suppositories...

MORE COPIED COPY (WILL IT EVER END?)

SPOT THE SWIZZ No 2

Dear Yob,

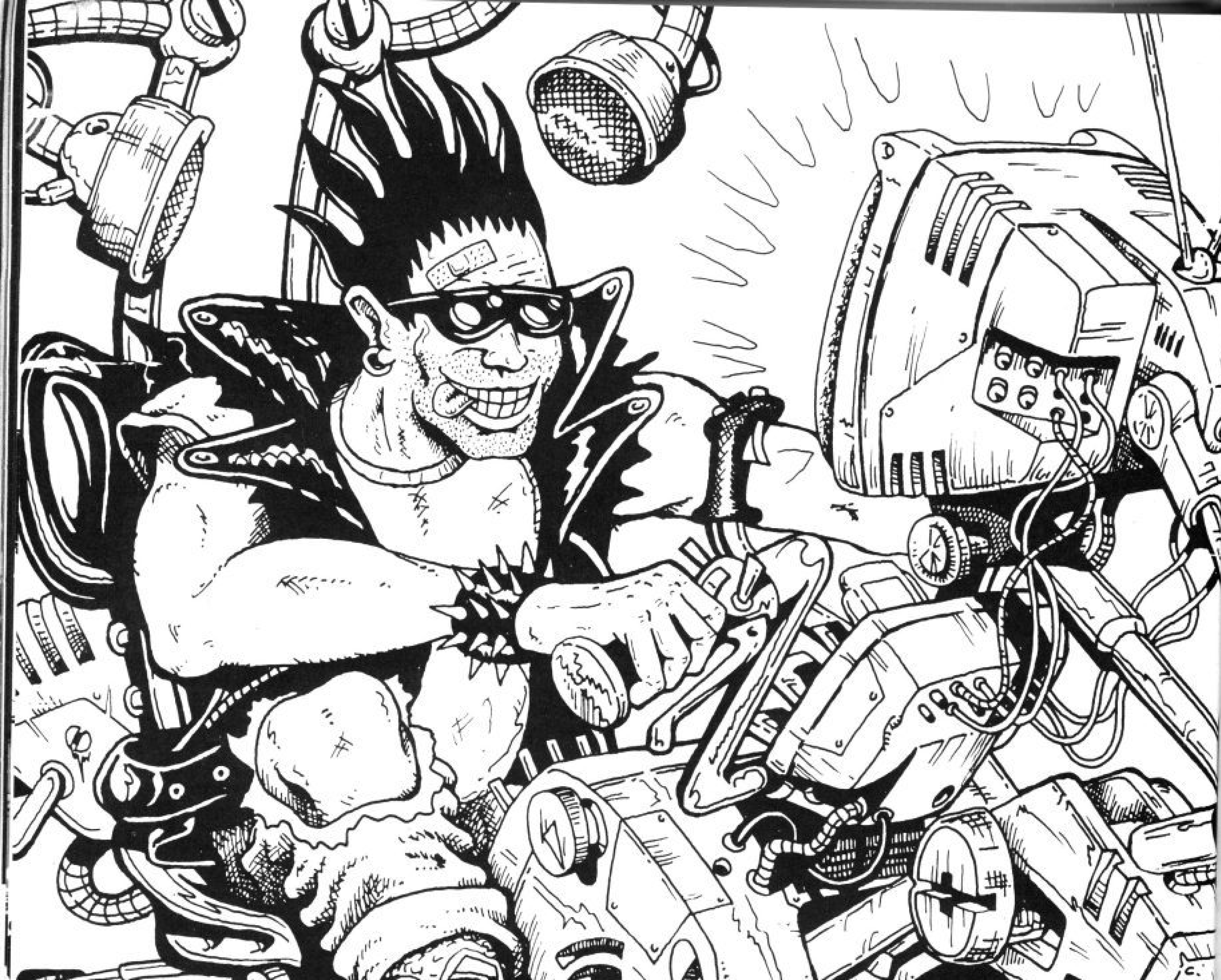
Enclosed you will find a copy of a letter I noticed whilst browsing through an American magazine. The reason I have sent you this is because upon reading the August Issue of the brilliant CVG I noticed that there was practically an identical letter. Strangely not written by an American but instead by a Mr Niel T. Smith or should I say copied by Mr. Smith as the American Magazine was out months ago so they couldn't have copied him. In the letter it states that most of the software companies are only concerned with making a quick quid, but I must disagree. It is you, Mr Smith, who are looking for a quick buck, hoping to con Yob into giving you an easy £100. If you want to win some cash I suggest you try writing your own letter - that's if you can put a sentence of your own together.

Now that I have got that off my chest I have just one question: for how much can I get a Gameboy in the States and does it come with Tetris like the UK version?

Alan Sprately and Mark Kelly
Chiswick, London, W4.

YOB: Thanks for the info, you great little grasses. Sadie and her Scum Warriors are now hot on the trail of the suspiciously named Mr Smith. You asked two questions, but there is no difference at all between the UK and US Gameboys, except that some are owned by people with silly accents who carry expensive cameras, clog up London every summer and describe everything as "neat".





LETTER FROM AMERICA?

Dear Yob,
As a Canadian I first saw your magazine by accident. I was fascinated at first glance to see what was happening on the other side of the world. Living next to the USA I get to see all the latest products (not as early as Japan, but definitely earlier than the official versions of your machines). Games like Super Mario 3 have been out for a long time along with others like Mega Man 3, Double Dragon 3, Teenage Mutant Ninja Turtles 2 and Battletoads (all for Nintendo)! Super Mario 3 has been out since March 1990!
On the computer front, the PC is by far the most popular computer here. No system even comes close to what PCs sell, in games accessories or new systems. The Amiga, while the second most popular computer, has only minimal support. It still does pretty well though. The Atari ST has very small support. It only survives in very large cities and then just barely. I live in a City with 600,000 people in it and nobody I know has heard of it and no stores sell it's software or computers, I think it will be gone from our continent in a few years.
Finally, what are Spectrum and Amstrad computers like (sound and graphics)? What is the difference between a Pal and Scart Super Famicom as this machine is coming out here this fall as the Super NES.
Stephan Cress
Winnipeg, MB, Canada.

YOB: This letter is full of good points. It's just a shame your prose has about as much life as Barry Manilow's backing singers. I think he's from Canada too, or somewhere equally useless.



I CAN'T GET 'EM UP

Dear Yob,
I am writing out of concern for the high scores section of your magazine. In my opinion certain scores should be disallowed as they are not achieved by the names beside them. (Who says? - YOB). These scores are simply what the player COULD get if he were to sit at his machine for a few days. A prime example of this is Daniel Sullivan's 99,999,900 for Mickey Mouse on the Megadrive.
I myself sent in a score of 1,067,300, which took three to four hours of constant play at a point in the game where I could rack up scores quite quickly. If I were to assume that he used the same point it would still have taken him 396 hours - which translates into 16.5 days of constant play. No matter how good the game is, nobody could do that without inserting a pump-action shotgun into their earhole and pulling the trigger.
Now you may think I'm writing this letter out of self pity because none of my scores have been printed, but my letter is merely a warning against High Scores becoming nothing more than scores fantasised by certain players. All the real scorers out there must feel exactly like I do when some jock stain sends in an impossible score.
Allan Brett
Nottingham.



YOB: Crumbs! The guardian of high scores has spoken! You gotta know CVG has some really mean games players and if we really think a score is a load of old tosh, that's what we'll do to it. Anyway I've stuck a bazooka in my ear loadsa times and I'm not even slightly sick of Mickey Mouse, even if he is a black-eared little wimp. That said, I'm sick to death of you.

WE JUST CAN'T PLAY THE GAME!

Dearest Yob,

Having been an avid fan of CVG for several years, I thought it neccessary to air my views on a topic I feel strongly about - software piracy. Especially on ST and Amiga games, this crime is getting very common and for one simple reason: the price of original software is just far too high. I mean, you pay £300-£400 to buy a machine and then have to fork out another £25 for one measley game. Who can blame people for owning a few copied games? After all, they're cheap.

Could anyone please explain to me why 16-bit games are so expensive? How much would it cost to produce a box? 50p? The discs, 75p? The instructions, 25p? Look at the profit on one game alone, never mind 50,000. Companies like US Gold and Ocean must have profits of millions of pounds and are ripping people off. The software houses are practically forcing owners to break the law. This is not good news.

A Brownie
Aberdeen, Scotland.



YOB: You're talking through your tiny sporran. We've been through this piracy business before and all you deadheads have got to realise that piracy will only put companies out of business and restrict the amount of software generally available. As far as money is concerned, packaging is only one aspect of the cost. Do you think that games grow on axe handles? They involve many programmers and developers - all of whom have to be paid - and don't forget the shops and distributors take their cut too, plus advertising costs and film licence payments etc. It's people like you who bring down the intelligence average of gamers and give everyone a bad name, so put that in your Scotch egg and shove it.

JOLLY JOKING JAPES

Dear Yob,

First off, here are a few jokes for your lively pages:

Q: What do you get if you cross Julian Rignall with Tim Boone?

A: The winning entry for last month's Alien Storm compo.

Q: What do you get if you cross Sadie?

A: No teeth.



Also, why are Spectrum, C64 and Amstrad games never reviewed outside Byte-Size? After all, 8-bit owners would like to see 3 page features on games like Alien Storm for their computers too.

I would also like to know if the GameYob is in production yet. These are little gadgets that tell you if your letters are crap before you send them in to the magazine, therefore saving a lot of money on stamps and allowing Yob to print the good letters.

By the way - where is Richard "fashion victim" Leadbetter? Have his massive killer flares finally devoured him then? He did not appear on last month's contents page (fortunately). Finally, has anyone seen my bionic hedgetrimmer? It was last seen heading towards stonehenge on a hairy pink moped.

Danny Graham
Glasgow, Scotland

YOB: The GameYob is already in pre-production, and I have the first ever machine in my hand as I write. Not only does it play perfect clones of ZX81 games but farts in stereo every time it detects crap jokes like yours. Does anybody know how to turn the sound down? Those digitised stereo bowel movements are driving me crazy...

SILLY SPECCY SADNESS

Dear Yob,

Don't laugh but I'm the very proud owner of a Speccy +2 with a hell of a lot of games ranging from Punchy to Robocop 2. I'm wondering whether to sell my Spectrum and put the mony towards a 16-bit computer or stay with my old friend.

If I couldn't afford a 16-bit machine, what about buying a Console (extremely cool but the games are rather pricey on my under paid paper round wage)? Could you see into the future and see the Super Famicom coming out at an extremely low price?

By the way, if you don't print this letter it proves to the readers that you are a wimp. Sorry, couldn't resist that one. Also my friend will give me a Tenner if this gets printed, which isn't the real reason I write - I really just wanted you're super cool, hip and trendy advice.

A Spectrum Owner
Leicester.

YOB: If you actually have any friends they'd better not give you any cash, or else. If you read CVG regularly you'd know which machine you want, but obviously you don't so you won't. Oh dear.



DEAD POET'S SOCIETY

Dear Yob,
I'm writing this funky letter,
Because I really think you should act much better.
I really don't like the way you act,
You treat people like they are a piece of crap.
Good people that have spent time and 13 pence,
To write to you and then,
You insult them and don't answer their questions,
Here's an example from a section:
A boy writes in and wants to know,
Why the STE is better than the STFM and you know,
Because you answer, "Why do you care?"
I bet he'd like to pull out your hair,
While you're hanging upside down,
Until you answer, "Because of its sound".
And while you're screaming I'd love to be there,
To see him ripping out your hair.
He'd be shouting, "You stupid prat,
I bought a Speccy 'cos I thought ST's were crap.
And all because of your stupid letter,
So I'm going to make you regret it and you'd better."
Yob, oh Yob, you'd be in a state,
There'd be no more violence, no more hate,
And especially no more cocky remarks,
Like "PS I think you're a waste of space".
You should emigrate to Australia with much haste.
Because you're acting like a lout,
Coming your way there'll soon be a clout.

Robin Loweing
Kings Lynn, Norfolk.

YOB: Yeah, you're a real Wordsworth Rob,
It's a pity that you're such a slob,
Read Mailbag each month and see,
I'm a meaner rapper than Ice-T.
Now shut up and get outta my face
PS You're a waste of space.



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BY CAPCOM

It all began in the small, Middle-Eastern province of Kutal. Kutal had for years been in a state of civil war, fuelled by the terrorist organisation Project 4. One-time arms dealers, Project 4's trade had been slacking off due to an unexpected outbreak of peace - and with Kutal the only country in the world still in conflict, the bad guys weren't about to let their lucrative trade slip away.

Thousands of miles away in Washington, the UN Security Council sat down to discuss the situation once more. The toughest sanctions since the 1990s had been put in place and appropriate threats were made, all to no avail. This called for drastic action. A proposal was tabled - to send in the crack UN Squadron, the most lethal rapid-reaction force available. The vote was cast, a unamimous decision returned. The three-man team were on their way to Kutal within twenty-four hours, ready to rock.



▲ *This boat spilled your pint, so make it pay!*



BRING ON THE BOYS (AND GIRL!)

These are the three members of the UN Squadron line-up, who tremble with the excitement of having YOU control them against the forces of Project 4!



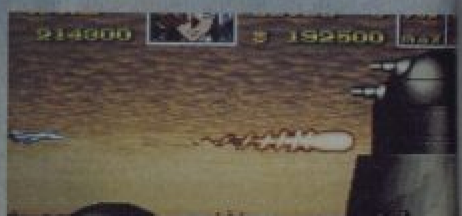
MICKEY SCYMON - The Ian Botham of the force, Mickey can handle himself more than adequately both in the cockpit of a speeding Tomcat and at the controls of a great big gun!



SHIN KAZAMA - Not only does Shin have a rather unusual name, he's also a she! This gun-toting girly is a bit of an old woman when it comes to packing a pistol, but strap her into a Tiger Shark and she'll outperform the fellas every time!



GREG GATES - Only just scraped through the UN Squadron flight exams, but Greg's forte is firepower. Weaponry is his first love and it'll come as no surprise to find that he's quite useful with a nose-mounted cannon or a clutch of guided missiles!

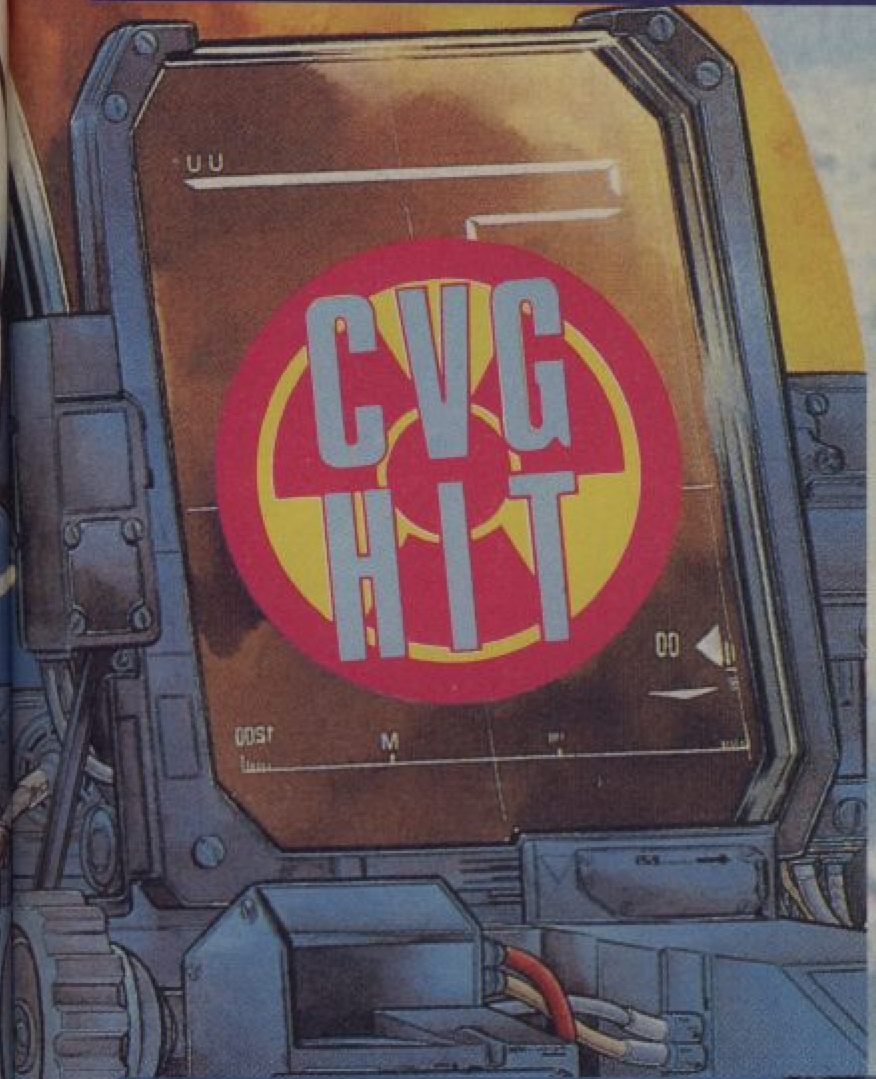


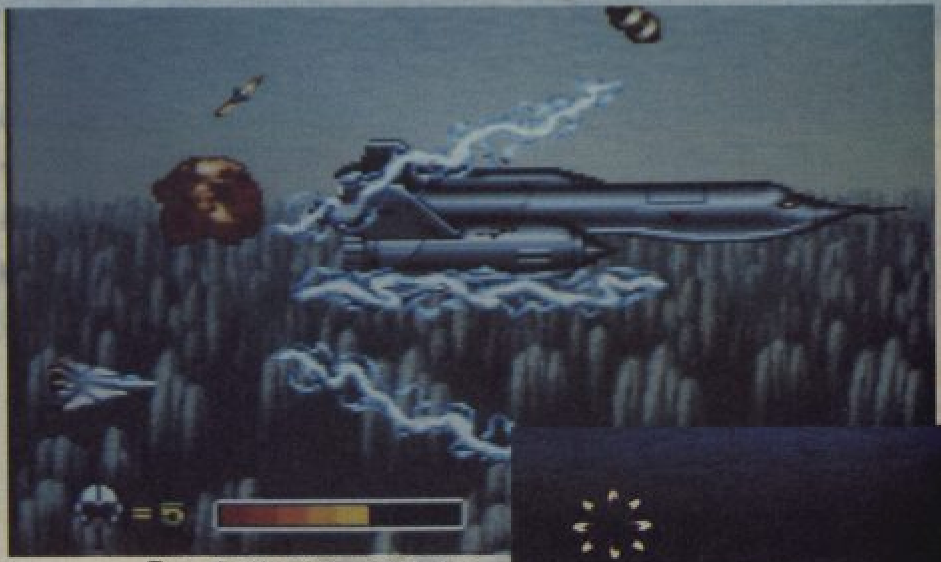


UN SQUADRON

UPDATE

UN Squadron already exists on a wide variety of home computers, thanks to US Gold. They're not bad at all - but not a patch on this!







Ere, that's one of them ▶ Stealth bomber fings, innit!





Oh my gosh, that cave looks a bit spooky.



Surprisingly enough, I've never had the opportunity to play the UN Squadron coin-op, so I can't compare this Super Famicom conversion to its arcade parent. What I can tell you is that to my mind this is probably the best shoot 'em up available on the Fammy at the moment - even better than Super R-Type! Graphically no-one could fail to be impressed, especially by the incredibly detailed backdrops which left me quite simply thunderstruck. A lot of time and effort has obviously gone into making UN Squadron (or Area 88, as it's known in the Land Of The Rising Sun) as visually impressive as possible. In one sense this is a shame, because it sounds as if the programmers were a bit pushed for time to produce the music, which isn't that far removed from a Megadrive game. Fortunately, the tunes aren't off-putting in any way, and they're adequately propped up by the impressive FX. What really makes UN Squadron such a fabulous blast is that magic shoot 'em up ingredient - playability. It has tons of the stuff thoughout its three difficulty levels, misleadingly called Easy, Normal and Hard when they should be named Tough, Sweaty and No Way Matey! This game gets the definite thumbs up, and if the coin-op is anything similar stand aside while I step up for a blast...

PAUL RAND



▲ *Just look at those gorgeous clouds!*

WHAT'S A UN SQUADRON?

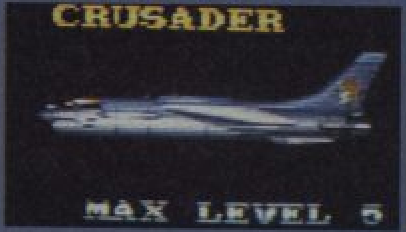
There isn't really such a force as the UN Squadron at this moment in time. The nearest there is to these guys is a UN Peacekeeping Force. After a war or some other conflict, and should the UN Security Council vote favourably, a small "army" of around 3-5,000 soldiers is gathered from various United Nations member states. They're given natty blue UN berets so as not to annoy the locals and are usually given the job of monitoring ceasefires - basically keeping opposing sides apart and unable to shoot holes in one another. So now you know!



THANKS!
Thanks to Advanced Console Entertainment (071 383 0482) for the loan of the cartridge used in this review.

DOC McCOY'S AMAZING AIRCRAFT EMPORIUM!

Each enemy destroyed adds cash to the Squadron's kitty. Armed with this mighty wonga you can buy new and better planes and armaments from UN weapons bod Doctor McCoy. Each aircraft has its own special features and can use only certain weapons available to the team. Here are a few of the goodies on offer from the good Doctor...











I've seen more than enough whiffy World War II sideways scrolling shoot 'em ups to know you have to be careful with this type of game. Luckily UN Squadron on the Fammy is a total hoot from start to finish (well, start to - um - quite a way in!) This game has everything a great shooter should - beautiful graphics, incredible backdrops, great explosions and - above all - five star gameplay! Everything works like a dream to present every player with a real challenge at whichever level you choose. It's true that the programmers seem to have sacrificed sound to make everything else that bit better, but you'll quickly forgive them as you wade through the on-screen mayhem and blow the bad guys back to wherever the hell they think they came from. Like Randy, I have to confess I never saw UN Squadron in the arcades - but who cares when you can play a console conversion this good in the comfort of your own home! All of a sudden, UN Squadron gives the mighty Super R-Type a serious run for your money - and if you want a game with plenty of challenge then this is the one for you!

TIM BOONE





FAMICOM	
GRAPHICS	94
SOUNDS	90
PLAYABILITY	95
LASTABILITY	93
OVERALL	94


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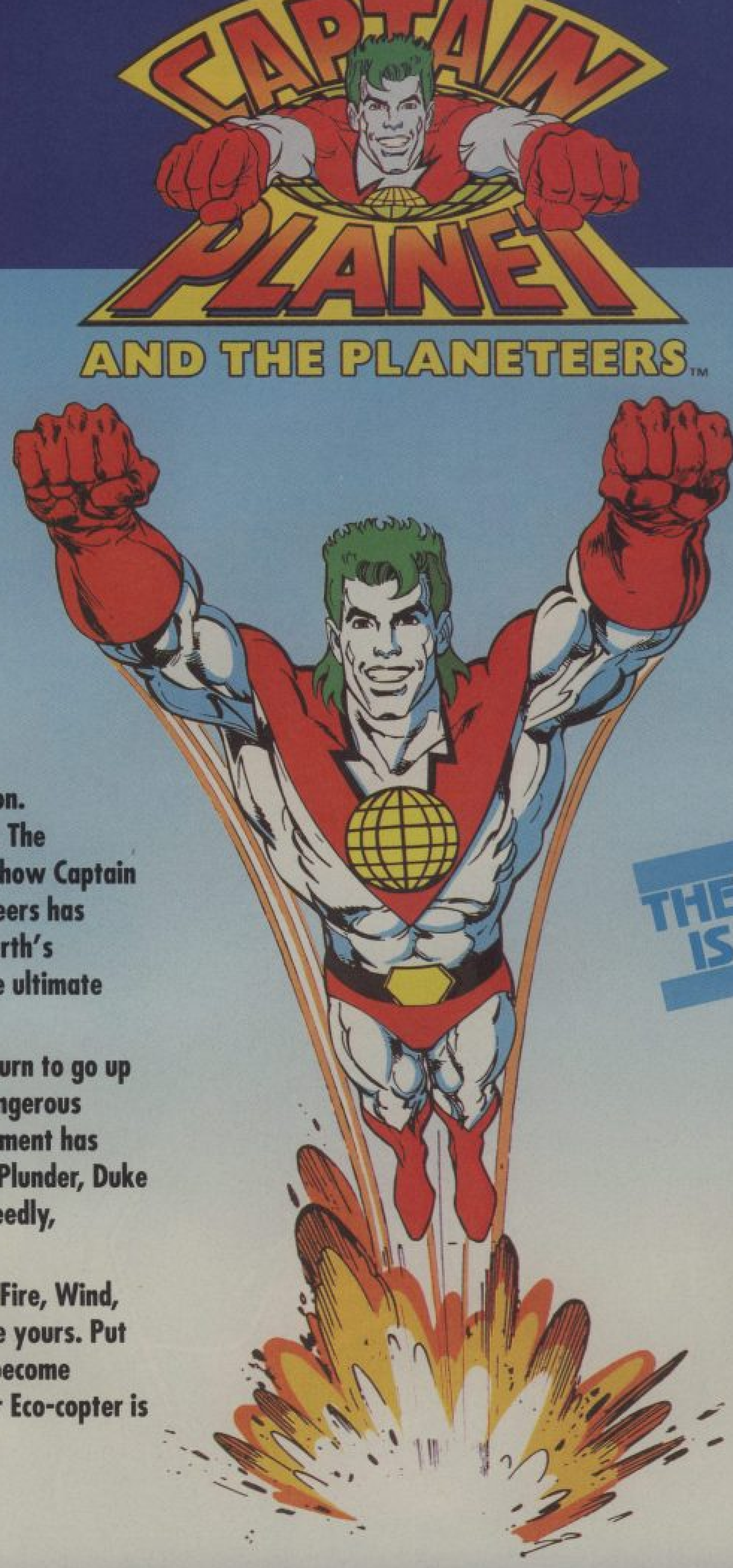
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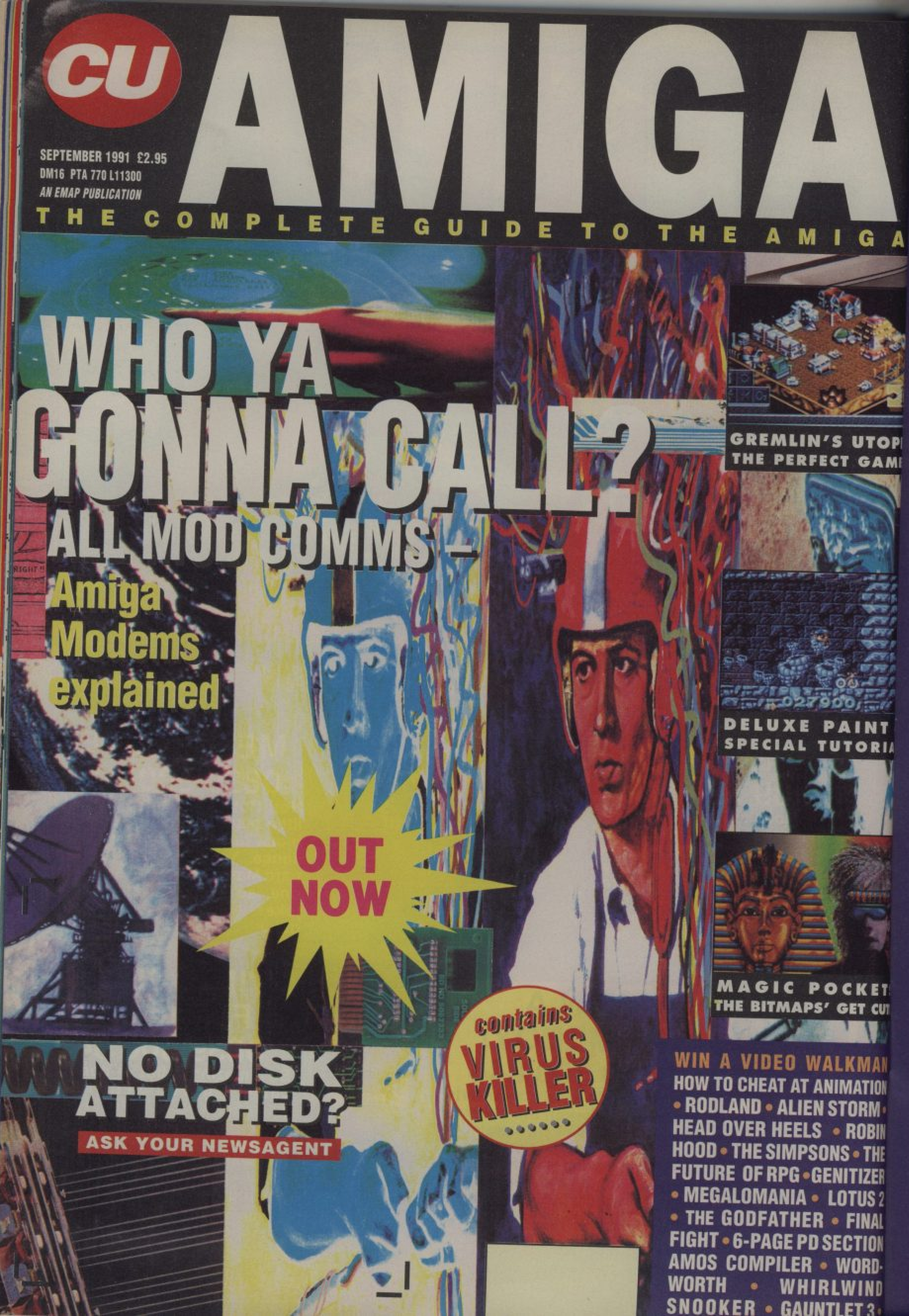


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ALIEN STO

THE WINNER! This Earth-hating intergalactic mercenary is the work of Michael Collinge, from Melton Mowbray, Leicestershire. Congratulations Michael - what a mega monster!!

THE WINNER



COMPO RESULTS!

AAAARGH! Here they are - the best of the bunch in our amazing US Gold Monster Giveaway competition. Don't these 'orrible aliens just scare you silly?

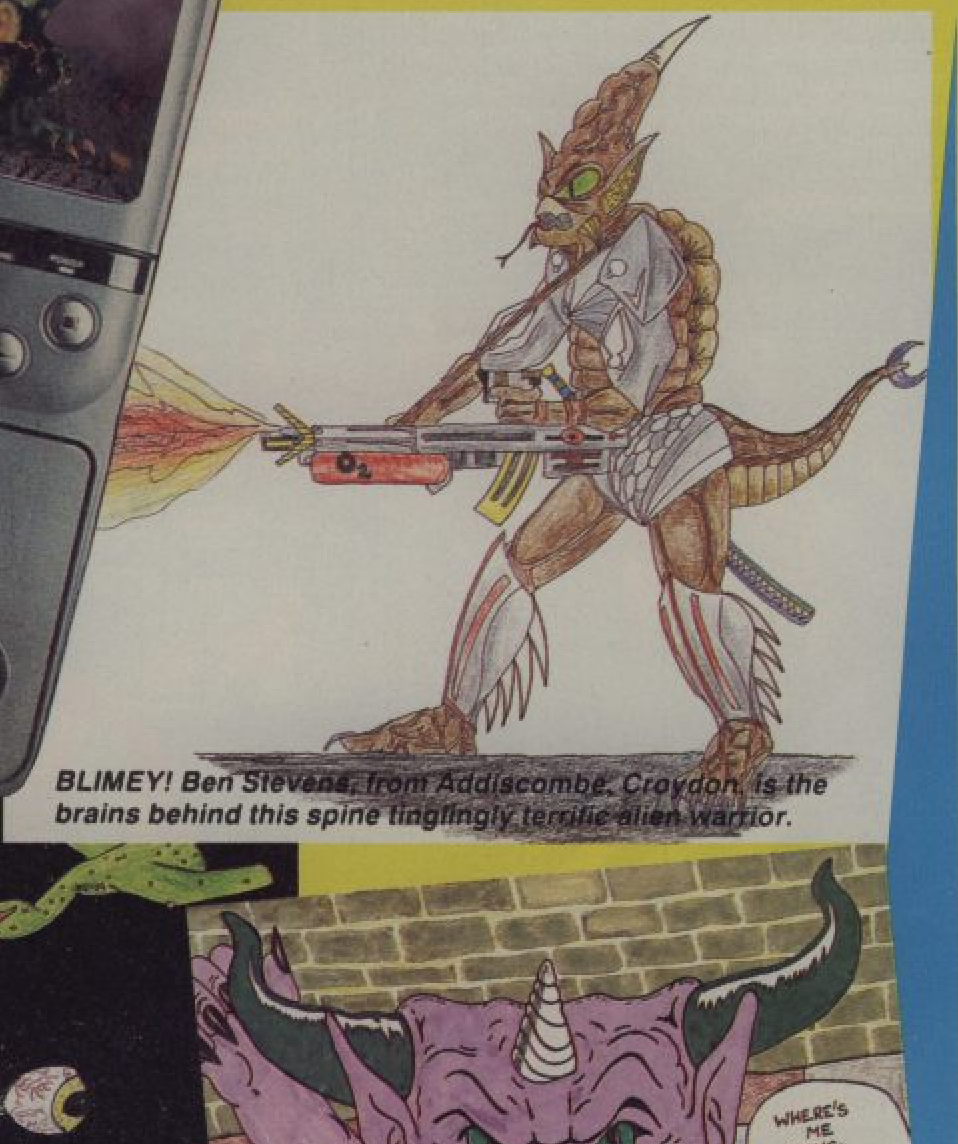
Sackfuls of your entries flooded into the office, and we had a wacky and wonderful time sifting through them all with help from those wonderful US Gold gamesters, sponsoring the compo to celebrate their conversions of Alien Storm.

Winner by unanimous decision was **Michael Collinge**, from Melton Mowbray in Leicestershire, who walks away with a Sony Video Walkman worth an incredible eight hundred quid! Lucky old him, eh?

The runners-up printed here each win an amazing new CVG T-shirt. We may also decide to print a few more here and there in the near future - so keep 'em peeled for your monstrous masterpiece!



RUNNERS UP



BLIMEY! Ben Stevens, from Addiscombe, Croydon, is the brains behind this spine tinglingly terrific alien warrior.





CRUMBS! A Roberts is the artist behind this hilarious horror. Send us your address, A, so that we can send on your prize!

REVIEW

MEGADRIVE £34.99

BY SEGA

Bam! Pow! Kerblamm! It's death dealin' time again! Just when you thought that Final Fight on the Famicom had the genre sewn up, along comes a Megadrive beat 'em up to knock its block off! Streets of Rage bears more than a passing resemblance to Final Fight. It's a horizontally scrolling Kung Fu riot featuring a totally brill two player mode.

Mr Big, the rather large Mafioso boss, has taken over the town. You and one of your two pals have to find the big bellied crime creep kick his royal fatness all over the town. Each one of you (two guys and a gal) has a wide range of martial arts moves at your disposal. There are special secret moves and possibly the most outrageous smart bomb the world has ever seen.

The goons come in all shapes and sizes and it's up to you and your hombres to deal with them. Use your feet, fists or any of the weapons the bad guys drop (including a canister of CS gas) to dish out the destruction. Strangely enough, there's nobody to rescue - no damsel in distress and no kidnapped children. Just punches, slaps, kicks and serious fighting. Cool!



▼ Kerblamm! Blaze calls up some fiery help from the local... cops







CVG HIT

I almost wet myself and called the police when we first plugged in the Streets of Rage cart. The game starts up with a stupendous opening sequence and a great house remix of some fabulous oriental music. From here on, things just get better and better. The startup screen allows you to choose from three characters, two guys and a girl. Two of these can play simultaneously and help each other through the battle ahead. On the flipside, you can brawl with your friends if they get in your way - or even if they don't! The graphics are gorgeous, the sprites beautifully animated and full of life. The backdrops on certain sections are almost photographic in quality and portray a city full of disease, squalor and Ninja death squads. If fast, mindless, pointless violence is your cup of tea, then get hold of Streets of Rage and have those Famicom owners wishing they'd never upgraded. Here's the game that actually makes the Fami look a bit feeble - and that's saying something!

FRANK O'CONNOR





Acrobatic kung-fu antics as you unleash a backbreaking move ▲



OK smartypants, you noticed that Streets Of Rage has a different title on this Japanese version ▼



CHOOSE YOUR HERO!

Here's a quick lowdown on the fighters at your disposal as you take on the mighty Mister Big and his well 'ard deputies of doom. Each fighter has his or her own special skills, and you'll soon choose a favourite with which to kick some butt...





ADAM: This is one cool dude. His speciality is boxing and very good he is at it too! He prefers to hit the goons with a flying drop kick though, has a nice line in surprise back kicks and looks quite a bit like Mean Machines hero Oz Browne. Amazing!





AXEL: A world class martial artist whose tactic is to hit first and ask questions later. He may look a bit soft, but the boy is fast. He also looks suspiciously like CVG street urchin Paul Rand. Incredible!





BLAZE: Blaze is not only gorgeous, she's also a judo expert and likes nothing better than grappling with sweaty men in the rougher parts of town. Blaze is more than a match for most of the crims in the city, and looks surprisingly like CVG designer Yvette Nicholls. Stupendous!



▼ *Blaze kicks ass*



CVG HIT

ROGUES GALLERY

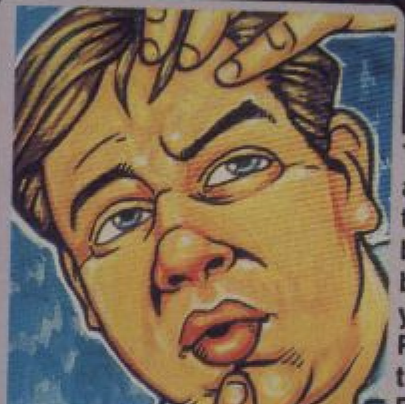
There are lots of very shady characters in the city, so you should be careful who you talk to. Some of the guys you'll encounter are just plain old sluggers who try to bop you one on the head. Others will carry weapons and be more than a match for you in terms of strength and speed. The end of level baddies are the real problem though, and these guys come in all shapes and sizes. Teamwork is essential at this point and helping your mate out of a bad situation makes you feel all warm and gooey inside.

THE THREE AMIGOS!

There are three heroes to choose from in Streets of Rage, each with their own special abilities. You have to decide which combination of speed, strength and agility suits your style of play. Axel, for example, is fast but not as strong as Adam. It is possible to link arms and use each other's bodies as weapons, but doing this in the heat of the action is tricky to say the least. If you don't get on with your teammates, you can turn the game into a grudge match, beating up your friends and competing for weapons and bonuses.



▲ *Take your pick of the hardest dudes in the city*



The first time I saw this I almost wet Frank's trousers too. The Megadrive has been screaming for a truly brilliant beat 'em up for years - and now Streets Of Rage knocks the competition into a cocked hat! Beautifully presented, the game smacks of quality from the moment you slap in the cart and prepare to slap heads. The gameplay is totally wicked. Each fighter has his or her own characteristics, but you'll soon choose a favourite with which to kick ass. Graphically excellent, the backdrops are something else again. With gusts of wind blowing dead leaves across the road and posters fluttering in the breeze, you really do get the feel you're fighting in Sleeze City. But for me the thing which really makes the game is the sheer number of moves at your fighter's disposal, especially when fighting with a chum. Watch those bad guys count the spinning stars as you dust them down with a flying kick after using your buddy as a human trampolene! Buy this and soak your pants - it's that good!

TIM BOONE

Hah! Two free lives, yours for the taking! ▼





MEGADRIVE	
GRAPHICS	91
SOUNDS	92
PLAYABILITY	94
LASTABILITY	91
OVERALL	93

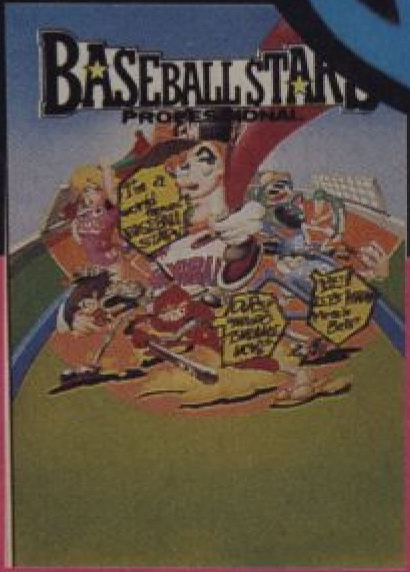


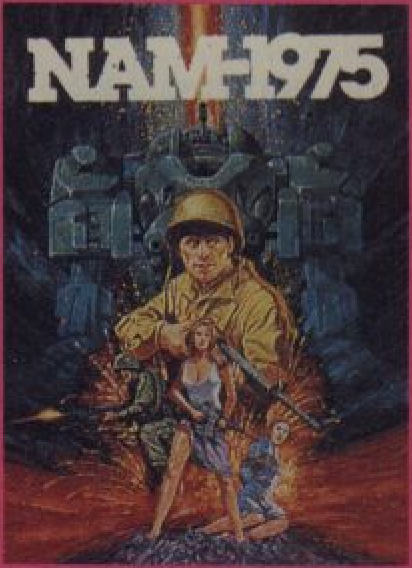
STORM
SALES CURVE
JAW BREAKING ACTION!
Fight 10 hardened contenders each with a shot at fame and fortune, but only one can become Heavyweight Champion. Protect yourself from jaw-breaking punches or you'll end up dumped on the canvas and back in the gutter. Duck, weave, box clever, destroy or be destroyed in this bruising 1 or 2 player eliminator.
FINAL BLOW
1UP
CPU
Screen shots from Amiga version.
Amiga, Atari ST - £25.99
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The Sales Curve Ltd,
50 Lombard Road. London,
SW11 3SU. Tel: (071) 585 3308.


DEUTEROS
Actual 16 Bit Screens
THE NEXT MILLENIUM
It is the end of the 31st Century. Nearly one thousand years ago man colonised the moon, and from there created a range of human mutations which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.
Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilisation, and forgotten about past adventures.
Deep in Earth City, plans have been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.
You must control the training, research, resources, production and stores of Earth City in a complex strategic battle to maximise the planet's supplies. You must construct and pilot the hi-tech space shuttles and ships needed for mankind to venture out into the furthest reaches of the war-torn solar system. Operation Deuteros has begun.
Available in August on Amiga & Atari ST
ACTIVISION
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NEO GEO









ースパイロット・遊び方説明

It's got to be the swankiest home console money can buy - boasting full-blown arcade experiences to enjoy at home. Virtually an arcade in your front room, the Neo Geo is still the Rolls Royce of console gaming.

So why isn't everybody blowing six bells out of the bad guys on this little black box full of wonders? Simple - up until now the machine and its games cost a bloody bomb!

With a price tag of around £500 for the console and a whacking great £200 each cartridge for the games, the Neo Geo remained one of those machines everybody drooled over but nobody played outside the arcades.

Now Console Concepts have slashed back the price of the Geo to a much more reasonable £290, with power supply and nifty joystick thrown in. They've also been able to hack back the price of the games to £120 for new releases and a damned reasonable £80 for the old arcade classics including the likes of Nam 75, Magician Lord and Baseball Stars.

The lads at CVG decided to take a closer look at SNK's expensive little superstar, and review the latest games now available for the machine. Take it away, boys...

INSIDE THE AMAZING BIG BOX OF TRICKS

So what makes the Neo Geo such a wonderful machine - even if it does cost the earth? First off, the machine's designed to handle a stunning 330 megs of information using two processors - a 16-bit 68000 and 8-bit Z80A. The machine can shift at a fair old pace, delivering super-smooth graphics and capable of displaying 4096 colours on-screen at the same time!

The machine can also handle up to 380 sprites (and that's a LOT of alien scumbags to blow away), and features 15 channels of sound!

The Neo Geo is a slick black console, and really looks the part - you can almost feel the power hidden inside the machine. The joysticks are almost as big as machine, but surprisingly easy to use once you balance it in your lap and wiggle away. The buttons take a fair bit of hammering, too - surviving days of thumping from the CVG crew putting the boot in on the brill King Of The Monsters.

One very nice feature of the machine is the memory card - which allows you to store the high scores and position you racked up at home to drop those jaws when you slot it into your local arcade's machine and play away on level six billion! The size of a credit card, you can store up to 27 seperate games positions on one of these little babies. Now that's sexy...

So what's the verdict?

The upshot of all this is that the Neo Geo is one helluva games machine and a wonderful piece of kit to own. Head to head with the Famicom, it definitely comes out on top in terms of sheer power. But even with the recent price drop, the Neo Geo is just too far out of most people's price range to make it really worthwhile.

Our review machine and cartridges come courtesy of Console Concepts (0782 712759). If you think you're ready for the super league of gaming and want to join the exclusive Neo Geo owners' club, give them a call for all the info.



ALPHA MISSION II

£120

BY SNK

NEO GEO









TEN years ago the SYD super jet plane kicked ten bells out of a massive alien invasion force in the original Alpha Mission and, since that time, everything in the garden had been rosy. But now in the year 2525, the baddies suitably re-armed, they're making another bid for domination of space. Time for the Legendary Hero to come out of retirement, power up the dreaded Armoured Scam Object and take to the stars once more.
One or two fighters can take on the outer-space onslaught, each player capable of increasing his firepower by shooting pods and collecting the weaponry released. Not only that, there's the chance to pick up super-bolt-ons which offer devastating weapons for a limited amount of time.



Considering the Neo Geo is simply a coin-op in a smaller box, it's only fair to expect software of arcade quality, especially at the prices that are charged. With Alpha Mission II, that's exactly what you're given - a hard and fast blaster full to the brim with extra weaponry and lethal enemies, all picked out in gorgeous detail. Not only are the graphics of high quality, the sound and music are completely mindblowing, consisting mainly of raucous guitar tracks which give the player the impression of listening to a heavy metal cassette whilst the killing ensues. This really is one tough game and, what makes it even more worthwhile, you aren't given infinite continues - so you're going to need to be really hot if you want to get to the finish even on Easy level! The prices for Neo Geo games are huge, but if you're fortunate enough to be able to afford a cartridge this year, go for Alpha Mission II.

PAUL RAND

60 MEGA

NEO GEO	
GRAPHICS	90
SOUNDS	91
PLAYABILITY	85
LASTABILITY	85
OVERALL	88

GHOST PILOTS

£120
BY SNK

PIP pip! Chocks away Ginger! Tally ho and all that tosh. It's time to get on your special flying trousers and take to the skies in this WW2 air combat drama. It takes the form of a vertically scrolling shoot 'em up, with lots of extra weapons and end of level baddies.

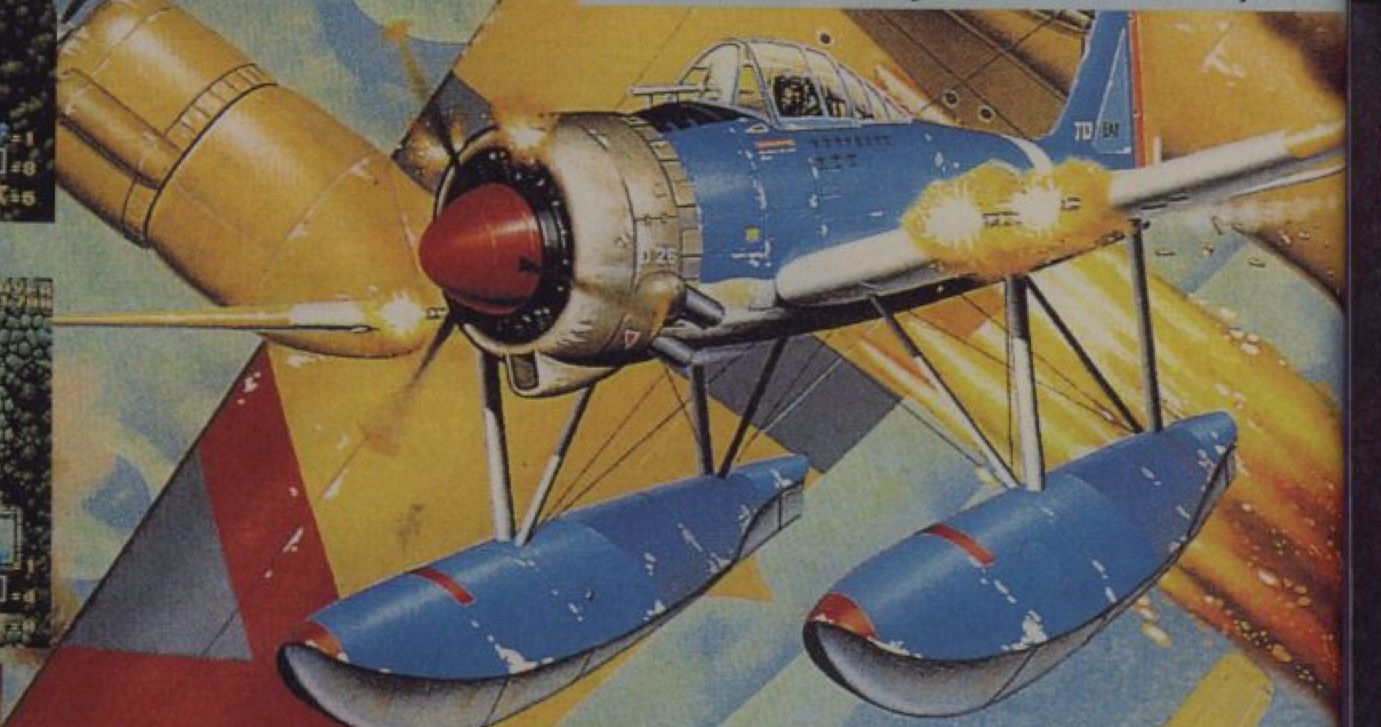
The game follows much in the mould of every other vertical shooter from Xevious onwards. Bearing an almost uncanny resemblance to Taito's arcade smash Flying Shark, you have to guide a rather groovy boat-plane through a veritable storm of missiles and bullets. The enemy pile in, mostly from above, but the occasional sneaky fighter creeps in from the back. There isn't really all that much in the way of spanky power ups, but you can enhance the bog-standard machine gun and boost your firepower.

End of level baddies are to be quite honest, complete sissies. They bimble onto the screen with the grace and poise of a tap dancing slug on valium. A couple of shots and a smart bomb and off they shuffle to the great end of level in the sky.









GHOST PILOTS



Ooh er, there you are, 120 big ones clutched in your sweaty fist. You hand it over and recieve in return a cartridge the size of a hardback novel. Get it home, plug it into your Neo Geo and what have you got? An average vertically scrolling shoot 'em up with average graphics and reasonable sound. This in itself wouldn't be much of a disaster, but after paying 120 quid, you expect that much worth of entertainment. That's something you just don't get from Ghost Pilots. It has nothing new to offer and in some ways, is a step backwards for the genre. There are tons of better vertical shooters around and for the price of the cartridge alone, you could buy yourself a PC Engine and a copy of Gunhed. The game has no saving graces - it's so completely mediocre, you'll wonder if the programmers knew the machine was a powerful 16 bit monster when they blatantly copied Flying Shark. An expensive excercise in poor design and dodgy programming which, frankly, sucks.

FRANK O'CONNOR



55 MEGA

NEO GEO	
GRAPHICS	76
SOUNDS	68
PLAYABILITY	70
LASTABILITY	69
OVERALL	68

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KING OF THE MONSTERS
£120
BY SNK

NEO GEO

CVG HIT





Run for cover! The Monsters are coming! Whoops, there goes a tower block! Oh dear, one of them's just trodden on a liner! Watch that bridge - one of them's just walked into it...

Yes, folks - here's your chance to be a monster, lay waste to entire cities and beat up other monstrous muthas at the same time!

It's 1996, the ozone layer is no more and the whole world has gone totally bonkers. Huge monsters suddenly appear from nowhere, and as soon as they meet each other they just have to fight to the finish.

Cities are laid waste by these ferocious foes as they stomp across skyscrapers, trash entire streets with one kick and pick up ocean liners and trains to throw at each other! Each monstrous fighter has individual skills and talents, and learning all about them is half the fun.

Battling through cities across Japan, these heavyweight hulks care only for one thing - beating the crap out of each other. Is there any chance for humanity? No way!



This game has gone down a riot in the CVG office. It's a beat 'em up to the max, so full of laffs and surprises you just have to keep coming back for more. With six mega monsters to choose from - Geon the Godzilla is my favourite - you'll quickly learn to use different tricks and tactics against your foes. Play against the computer and the game's a great laff. Take on a chum and it becomes a hilarious free-for-all as you lumber around the screen kicking the ass off each other. The graphics are nothing short of superb, with a real Japanese B-movie flavour backed up by the tacky sound. With bonus points on offer for buidlings, streets, ships and planes trashed in the process there's always something new to see, and it'll take quite a while before you tire of this. If I'd first met this game in the arcades I'd be a lot poorer now. Thank Neo it's on the Geo. Hurrah!

TIM BOONE

50 MEGA

NEO GEO	
GRAPHICS	91
SOUNDS	89
PLAYABILITY	92
LASTABILITY	92
OVERALL	91

76
68
70
69
68

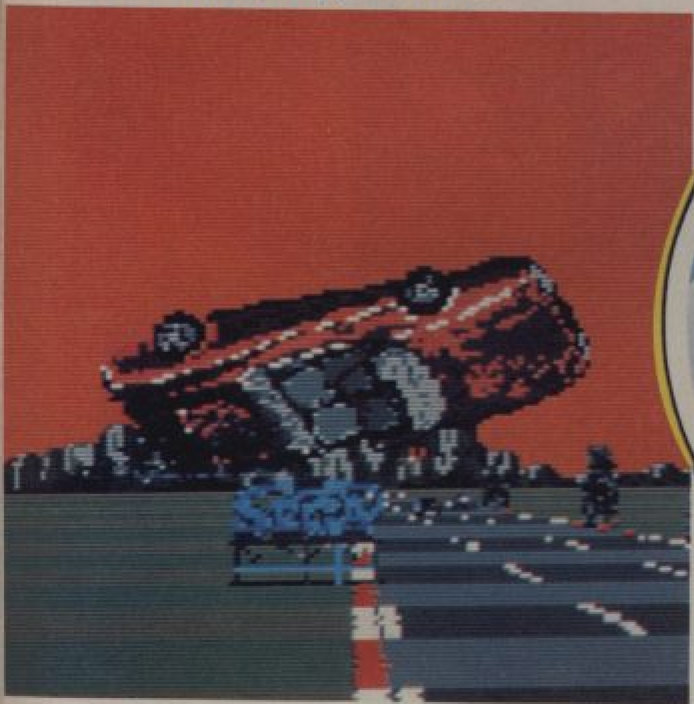
CVG BOY RACERS

Welcome to the great CVG boy racer's pull-out guide to the hottest racing games around! Over the next fabulous four pages we'll be giving you the full low-down on some of the big burn-ups coming your way soon.

So belt up and strap in for some high speed thrills and spills as CVG boy racer FRANK O'CONNOR takes a close look at some of the goodies you'll all be playing pretty darned soon.

With the red-hot Lotus II, Formula One Grand Priz and Megadrive Outrun among these fast-lane goodies, here's the hottest guide to the biggest racers around.
Take it away, Frankie!



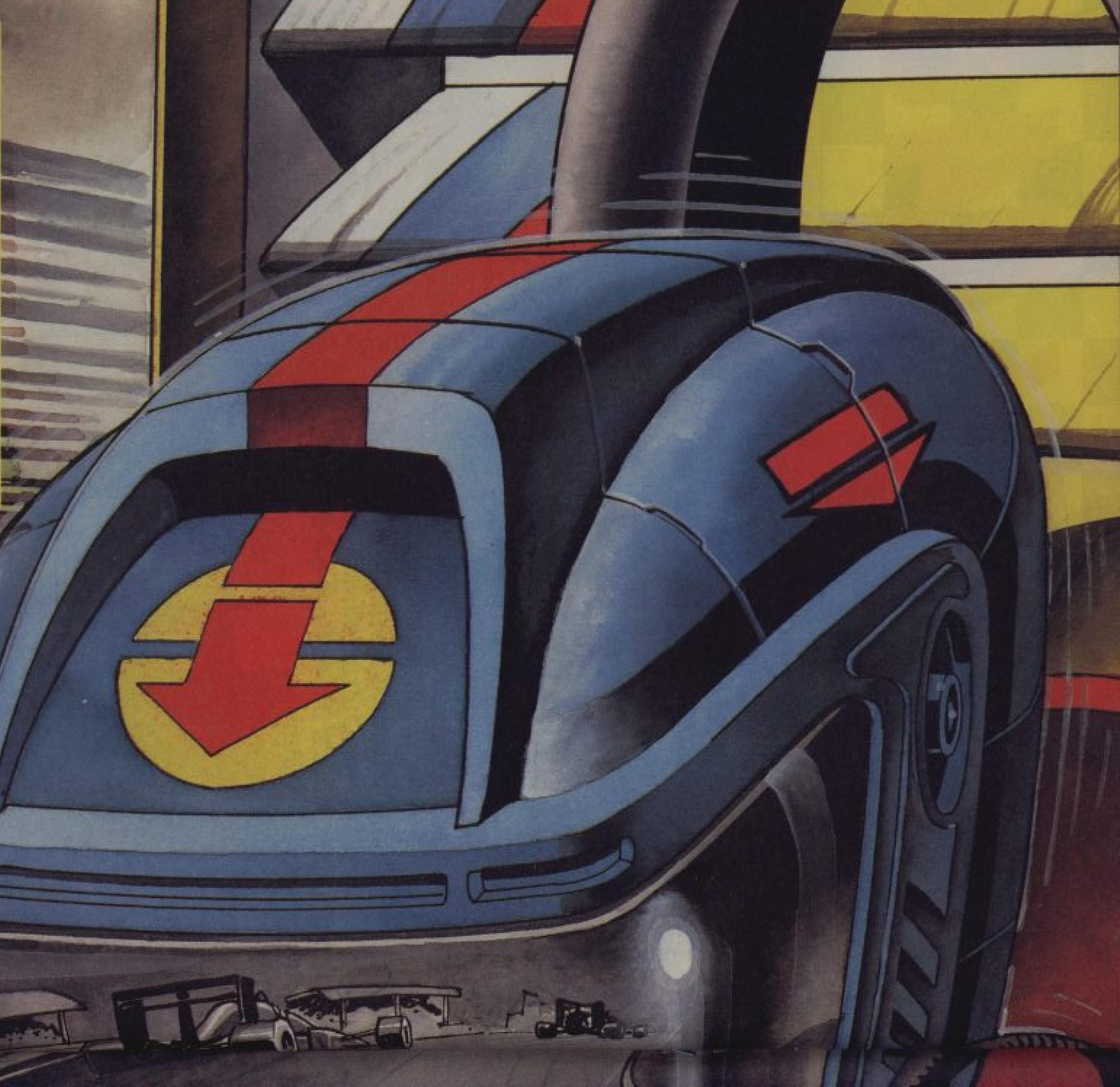


OUT RUN HITS THE MEGADRIVE

Out Run. The game that spawned a thousand sequels (well, nearly) has finally appeared on the Sega Megadrive. Is it any good? Well it certainly looks the part, with the graphics being almost identical to the arcade version. Tunes too, are brilliantly well catered for, with all the original soundtracks and one new track.
The main problem with the game is the ease of play. Everyone who's had a go has completed it first time, even on the hardest setting. There are a couple of weird points, like the fact that some of the tracks come in the wrong order and the slightly iffy background switching. Great for younger players, but veterans should look elsewhere for driving thrills.



CVG BOY RACERS



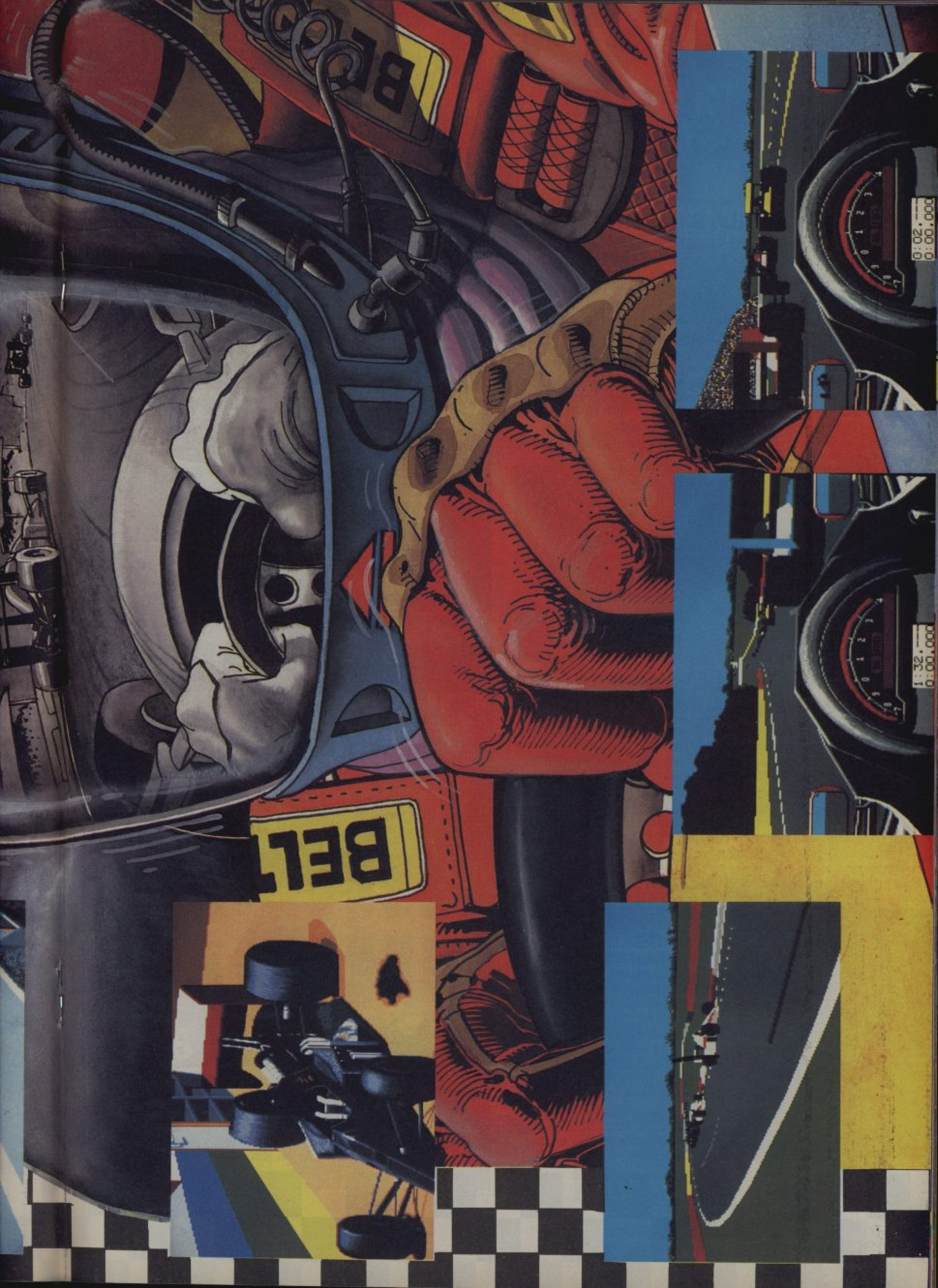
FORMULA ONE ACTION

Microprose are about to launch one of the most impressive looking racing sims ever seen on a home micro. The game, Formula One Grand Prix, is being developed by Stunt Car Racer wizard Geoff Crammond and features plenty of tracks, loads of polygons and dreamy gameplay.

We've seen a pre-production version and it looks superb. The car handles brilliantly and with seven gears including reverse, it'll take some getting used to. The most impressive aspect of the gameplay is the sheer speed at which things move. The other racers speed by, sometimes crashing with spectacular results.

Apparently all the tracks have been reproduced as faithfully as possible to their real life counterparts. These tracks include all the famous ones, like Brands Hatch, Monaco and Le Mans. The realistic movements of both the cars and the track are a joy to behold and the game features some fairly jaw-dropping graphic routines. If it shapes up well, Formula One Grand Prix could be the game to steal the crown from Indy 500. Available soon on PCs, Amigas and STs everywhere.





CVG BOY RACERS

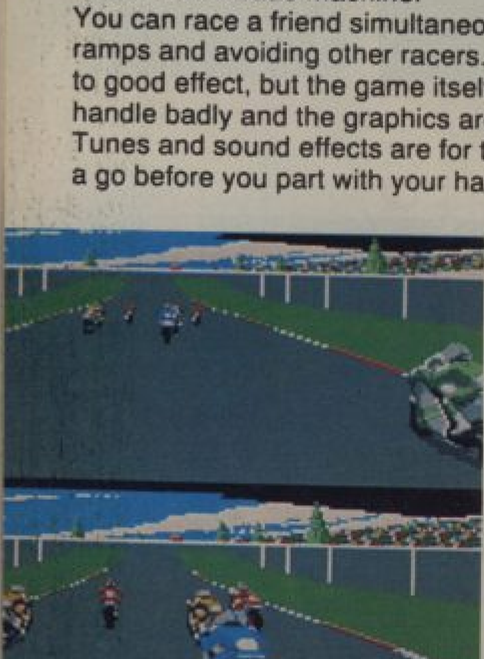
LOTUS II THRILLS 'N' SPILLS!!

YAHOO! The sequel to last year's best racing game - the incredible Lotus Turbo Esprit Challenge - is almost here! Gremlin's smash hit scooped lots of awards last year and they're looking to repeat that success with a bigger, better, faster sequel.
The game features the same split screen mode used in the first game, but with an option for single players to use the whole screen. Eight stages full of surprises and dangerously hostile weather conditions mean that Lotus 2 has a lot more to offer than its predecessor.
Most important of all is the fact that up to four players can race with a couple of linked Amigas, a feature normally found in expensive flight sims. Loook out for it on an ST or Amiga near you soon. Tim and Jaz have already played an early version of Lotus II and reckon it's looking pretty darned brill. Stay tuned for more info!



MEGATRAX SPLIT SCREEN MALARKEY!

Anyone out there played Namco's spanky coin-op Four Trax? It features those all terrain four wheeled motor bike thingies and a lot of mud. Well, you can now enjoy hot mud soaked action on your Megadrive in the form of Megatrax - a slightly altered version of the arcade machine.
You can race a friend simultaneously around the tracks, leaping ramps and avoiding other racers. The split screen mode is used to good effect, but the game itself is a little dull. The quad bikes handle badly and the graphics are simplistic to say the least. Tunes and sound effects are for the most part dreadful, so have a go before you part with your hard earned beer tokens.

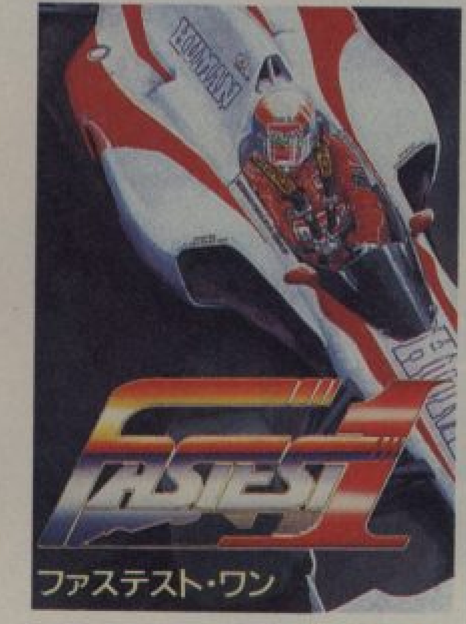


BURN 'EM UP

Hot Rubber isn't as you might expect a new piece of Scandinavian "educational" software, it is in fact the latest racing game from Palace Software. Two wheels are the order of the day here, as you scream round the tarmac on a throbbing lump of hot piston pumping power. This split screen racer will appear very shortly accross most eight and 16 bit formats. It could be the mother of all racers.

THE FASTEST FLOP

Fastest 1 is another Megadrive split screen racing romp-o-rama, this time with slightly more sophisticated Formula 1 racing cars. This one to be perfectly honest looks a bit on the dreadful side. The graphics look like fairly poor Master System efforts and the car handles like its being pushed through a vat of mushy peas.
The split screen mode offers some attraction, but in the end only serves to double the horrifyingly sluggish gameplay. Don't invite your mates round and inflict this one on them or you might end up a sad, lonely friendless person.



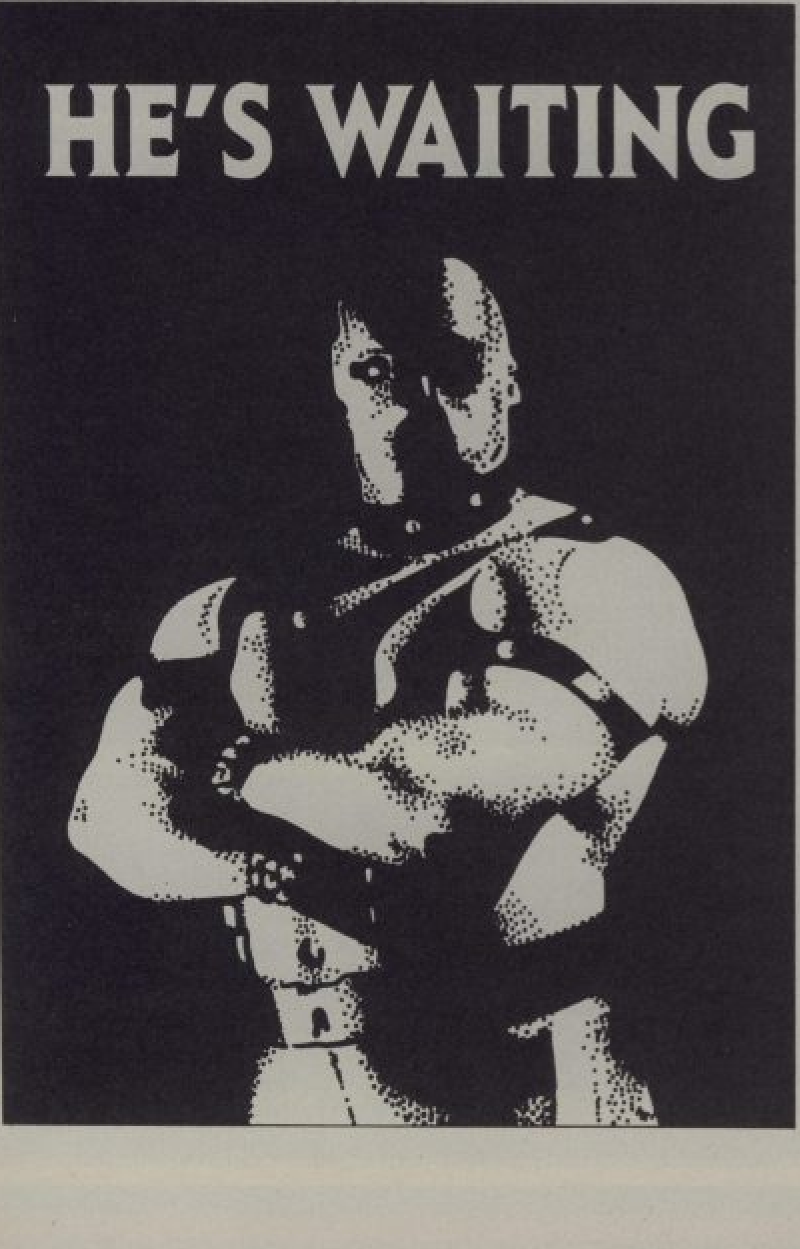


THE HEAT IS ON!

Converted from the Jaleco coin-op by Imageworks, Cisco Heat is a racer in the tradition of Out Run and Chase HQ, with a choice of two cars. Both have considerable differences. The first is a big American machine very fast, but is a pig to drive. The second is a souped up Nissan, not quite as fast, but with smart handling. The other racers do their best to get in your way, but beeping the horn causes them to move aside. There



are lots of things to avoid, including oil slicks, pedestrians, traffic jams at crossroads and the inevitable Cisco tramcars. Hurrah!
The team responsible for converting this massively impressive coin-op is Ice Software, the guys who converted Out Run. Rest assured we'll bring you a full review just as soon as we can!



HE'S WAITING

CHEAT MODE

The silly season is almost over and things are beginning to look good again. There's a veritable cartload of new games about to be released, all aching for you lot to come up with the best hints, tips, cheats and pokes for 'em. Hopefully, the silly season for tip-ripping is on the way out, too - and if you don't know what I mean, tip-ripping is the ancient art of lifting cheats from other mags and trying to pass them off as your own. Only your own work will be accepted, so if you want to win an amazing £100 worth of software for your machine, you know what to do. If you wanna be in with a shout for the goodies next issue, fire those hints off to CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Gary Butler from Sheffield is not only a bit of a whizz when it comes to playing GG Shinobi on his Game Gear, but he can also work wonders with a couple of sheets of lavvy paper and some crayons, as his map proves. Take it away, Gaz!

ALL FORMATS

ZOMBI

This Romero-inspired epic has been the bane of many games-players' lives. But now, thanks to the brainpower of one Richard Roberts, you too can beat the stiffs at their own game. Take it away, Rich!

Go to level two and pick up the keys from the office. Take the lift to level four and use the keys to enter the control room. Drop the keys and take the three truck keys. Descend to level one and move the trucks in front of the entrances, thereby stopping zombies from entering the mall. Once all three trucks are blocking the entrances, leave the currently controlled character in the truck which was moved last, as he cannot be killed whilst inside the vehicle.

Next thing to do is clear the building of any remaining zombies. Get a gun from the shop on level two and shoot the undead in the head. After a zombie is destroyed, place its body in the lift to speed up later storage of the corpses. Once all zombies on all levels are dead once more, they must be deposited in the freezebox situated in the basement. Firstly, the lights need to be switched on. Collect the torch from level two which allows the character to see in the dark. Then go and get the gloves and fuse from level three and make your way to the basement area which houses the fusebox. Send a second character to the same location and give the gloves and fuse to him. Make him use the gloves and then grab the item with the cursor. Move it to the fusebox and click again.

Next, grab the fuse and click on the fusebox once more. The fuse should disappear from the inventory, at which time go to level four in the lift and press the right side of the control console; doing this will activate two lights, which in turn switch on the lights in the basement and in the building after 10:30pm. Then simply shunt all the bodies down to the basement and put them in the freezebox to stop disease spreading.

Once all the bodies are safely stacked away, a horde of heavies attempt to storm the mall, intent on nicking the chopper. They arrive in a van and push out of the way the truck in which you left the character at the start. Send him straight to the lift as it is safe in there. Select another character and get the empty fuel can from level three and the hosepipe from level one. Go outside to the van and open the petrol cap. Put the can on the floor and use the hosepipe - the message "Full Tin" appears.

Pick up the can and place all the characters inside the helicopter, except the one with the fuel. He must open the fuel cap on the chopper, place the can on the floor and use the hose. The message "Full Tank" is displayed. Get into the chopper and use the key with which Alexandre begins the game in the ignition, positioned just above the joystick. When the rotor blades start to rotate, click on the joystick, then sit back and hope you have enough fuel to get well away from here!!

HEROQUEST

Fear not, brave warrior, should you be experiencing a spot of bother in Gremlin's fantastic conversion of the smash boardgame. Young J McNally of the 4th Signals Group, BFPO 140, has come up with a few tantalising tips for the first four levels, just for you.

LEVEL ONE: THE MAZE

The maze is fairly straightforward and should pose little problem, especially if all four characters work together. Search every room for gold and build up your wealth and supplies as much as



possible. Remember that once the Wizard has enough money to purchase the staff (100 gold pieces) any further income he receives is wasted, so don't use him to search for treasure too often.

LEVEL TWO: RESCUE SIR RAGNAR

As all the characters begin in the same room, keeping them together while exploring should be simple. Always try to outnumber the monesters - attack in numbers and overwhelm them before they have an opportunity to retaliate. Search for gold as often as possible, but be warned - the southern-most chest is trapped and contains nothing of value.

LEVEL THREE: THE LAIR OF THE ORC WARLORD

By now you should have enough money for some weapons and possibly armour. Remember to search each room as you go and remember that the wizard is unable to use any money he discovers. The Warlord is the toughest cookie so far - you will be best off attacking as a group. Anyone who approaches the weapon rack will discover a spear.

LEVEL FOUR: PRINCE MAGNUS' GOLD

To return all the treasure chests to the exit will take three characters, each carrying one chest. If a pit trap is activated accidentally, use the Dwarf's abilities to repair it before proceeding. If you keep the treasure your characters will be unable to become champions but you do receive an extra 50 gold coins.





AMIGA



VIZ

Considering this is supposed to be an adult comic, a lot of kids seem to know what it's all about. Pity that the game based upon the laffalot mag is a pile of &*?!. Still, Thurein De Win reckons that if you type in **WHAT A LARGE SET OF B*LL*CKS** (you can probably guess what the asterisks are really meant to be) on the character select screen and press the number of the level you wish to tackle (one to five), the cheat mode is activated and, upon selecting a racer he'll be instantly whisked off to the desired stage.

BACK TO THE FUTURE III

The best of the trilogy in gaming terms and at last here' are some cheat codes to go with it, courtesy of Brighton's own Thurein De Win.

Enter the following on the story screen before each level to receive infinite lives:

LEVEL ONE: ROTTEN CHEAT
LEVEL TWO: LOUSY CHEAT
LEVEL THREE: LOW DOWN CHEAT



LOTUS ESPRIT TURBO CHALLENGE

Cor blimey! This Thurein De Win feller is ploughing through the cheats, innee? This time round it's for Gremlin's top racing blast, so without any further ado, heeeere we go!

Select a two-player game, enter player one as **IN A BIG COUNTRY** and player two as **FIELDS OF FIRE**. Now you can qualify, even if you don't move!



TOKI
Tips for this seem to be flooding in; here's one from Ian Ulliot, who hails from Hull (Floods? Hail? Sounds like a weather report!) Whilst playing, type in **TOKIBUNGIEWASHER** to make the screen flash (if it doesn't, type it again). You will now be able to skip levels by using the F-keys.

CBM 64



BACK TO THE FUTURE II
Quick Marty! We don't have much time to use these tips, sent in by Thomas Flynn of Co. Cork, Ireland, before we decide we'd like more money and make another film!
Pause the game and type the following on each level for the indicated effect.
LEVEL ONE: MARTY MCFLY - infinite lives
LEVEL TWO: MOM, IS THAT YOU - skip level
LEVEL THREE: TOM LOVES THERESA - infinite lives
LEVEL FOUR: OUTATIME - skip level
LEVEL FIVE: BACK TO THE FUTURE 3 - infinite lives



MONTY PYTHON'S FLYING CIRCUS
"S'cuse me miss?" "Waddya mean, miss!" "Oh, sorry, I have a cold. Anyway, this 'ere cheat what I bought not 'alf an hour ago from this very boutique is dead. Demised. It has climbed up the curtain and gone to meet the choir invisible." "No it hasn't, here it is!" "Oh yes. Sorry."
On the high-score table, enter your name as **ANNE CHARLESTON** (including the full stop) to receive infinite lives. Thanks very much to Chris Williams from Liverpool.

SEGA

CAPTAIN SILVER
Ahoy there, me hearties! Craptain Silver lurches into Cheat Mode this month, perched on the shoulder of cabin boy James Lawrence of Birmingham.
When the Game Over message appears, push **UP** and press **BUTTON 1** to receive a free continue. Should you actually want one, that is. Har har, Jim lad.

MEGADRIVE



SONIC THE HEDGEHOG
He's the fastest, spikiest dude ever to hit the 16 bit Sega - just that bit nippier than Biggleswade's own Robert Pogmore, who's literally whisked to us these tips on how to defeat Robotnik on each level!

GREEN HILL ZONE
As Sonic runs past the lampost he will arrive at a screen on which are two floating ledges. Jump onto the right one first and wait for Dr Robotik to appear. As he comes toward Sonic, it's possible to jump up and butt him three or four times. Robotnik will then release a huge ball and chain which will start to swing to the right. Jump over the ball and Sonic will probably bash the doctor's craft again. Then jump onto the left hand ledge and, when the ball starts to come Sonic's way, leap over it, hitting the craft. Keep doing this until Robotnik is defeated.

MARBLE ZONE
There are two rock mounds on the end screen - jump onto the right one and wait for Robotnik to appear. Bang him as he comes from the right. He will fly to the left and release a firebomb. Wait

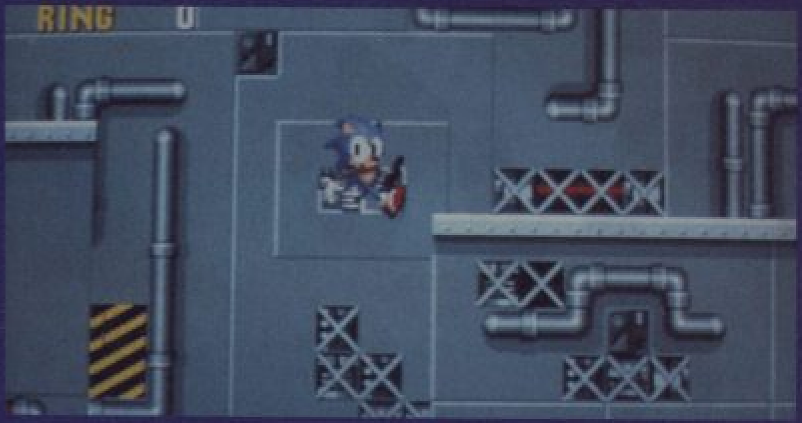
for him to return to the right and then bash him again and jump over to the left ledge as the final fire spark falls off the mound and into the lava. He then releases another firebomb on the right ledge before flying over to the left, at which point bang him again. Continue to do this to despatch him easily.

SPRING YARD ZONE
As he crosses the moving steps, Sonic will encounter Dr Robnotik. This time, a large spike protrudes from the base of his flying machine. Move to the left of the screen; the Doc will follow and try to impale Sonic on the spike. Move a little to the right, so as not to get pierced, and jump up to bash him a couple of times. Try to keep to the edges of the screen and lure him into destroying the blocks at the side. Using this method, Sonic will destroy the craft and progress to the next zone.

LABYRINTH ZONE
Once Sonic reaches Robotnik, bash him and follow him up the rocky ledges. Try to be quick in following otherwise the water will catch up (and it's a well-known fact that hedgehogs HATE water!). Also, be careful of the spikes, traps and fire-breathing heads on the wall, as if Sonic is hit he will fall a long way down! Robotnik cannot be destroyed on this level, but if he is kept up with he will go away after a while.

STARLIGHT ZONE
As Sonic comes to the end of this zone he will come face-to-face with three pinball bumpers, such as those found throughout the game. Wait for Dr Robotnik to arrive and start dropping spiked balls from his ship. When he drops one quickly jump to the other side of the bumper, so that it rebounds back and hits him. Ensure Sonic doesn't get hit by any of the balls, and remember that when a ball is left alone it explodes. Keep on knocking the balls back onto the Doctor to complete this zone with ease!

THE FINAL ZONE
Robotnik appears from metal and glass tubes protruding from the floor and ceiling. Sonic must bang eight times the tube in which he appears. Watch out for two tubes popping up together, as he will be crushed. Once Sonic hits or misses a tube, a set of electric balls attempt to fry the blue megastar. They start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his animal pals!





NINTENDO

METAL GEAR
Jason Jones of Peterborough knows a cheat that'll give you a bit more gear than usual. And not all of it is made of metal, either. To start the game over three-quarters of the way through, with full weapons, full equipment and nine rations, simply type in the following code:
J . " " W   * " " " P 1 X 3 7 9   9 6 " " 2 . 2 " M
Now all that needs to be done is find Dr Petrovitch's daughter in building four. By the way, don't do anything your boss tells you as he's actually a bad guy.

SUPER FAMICOM

GRADIUS III
If you're a lazy sonuvagun who can't be bothered to choose your own weaponry, why not let the Famicom do it for you! According to one Liam Hayes of London N4, picking Edit on the Weapon Select screen and entering **XYXYXY** causes the cursor to spin off and make the selection for you.





BIG RUN
Liam Hayes is back! And this time he wants us to say hi! to his mum, as she's just bought him a Gameboy (ahhh). Anyway, he's got a tip or two for Big Run.
Pressing **START** on the title screen accesses a hidden options screen.
For the sound test, insert both controllers and do the following on joypad two:
Press **B** four times, **X** four times, **Y** four times, **A** four times, **B** four times, **B** four times, **X** four times, **Y** four times, **A** four times, then press **LEFT** and **RIGHT** to go back and forward through the tunes.

AMSTRAD



GHOSTBUSTERS II

All you poor CPC owners must be feeling terribly miffed at the lack of tips for your machine. So it's with a great deal of pleasure that we bring you this players guide for Hit Squad's spiffy budget license.

LEVEL ONE

The three parts of the scoop are positioned on the right hand side of the tunnel.
Save your grenades for the sawing hands of doom.
Save your shields for the bottom of the tunnel or for when courage is at a low ebb.
If you cannot get past the grabbing hands, stop the rope and wait for them to retreat.
To make life easier, pause the game and type in AYKROID for infinite courage and indestructable rope.

LEVEL TWO

Try to memorise the enemy entry points.
Try to shoot ghosts rather than crash with them, as it uses up less firepower.
Try to keep the street clear of ghosts to save more of your slime-collecting men.
Do not shoot the ghosts near to the Statue of Liberty as you will lose their slime drops.
Always have a fresh fireball when fighting large monsters and also collide with their bodies.

LEVEL THREE

Going down the ropes too fast will kill your men.
Get the baby first and leave someone holding it behind the pile of boxes or it will float back toward the painting.
JANOSZ - He must be killed by a slime cannon.
VIGO - He must be killed by two Ghostbusters with proton packs.
POSSESSED RAY - To exorcise Ray, shoot him with a proton pack while he is standing in front of the painting but behind the altar.



TOP CAT

He's the indisputable leader of the gang and now, with the aid of this cheat from Warren Davison of Wolverhampton, he can live a long way past his allotted nine lives!
On the Options screen, hold down the keys **SERFPUK** until the screen lights up, to give TC infinite energy.

CONTINENTAL CIRCUS

Can't get round the circut with the continues you're given? Then why not try pressing **CLR** and redefining the keys as **C, H, E, A, T** and **SPACE**? This, according to Gaz Pyle of Langlevens, Glos, gives you infinite attempts!

RASTAN SAGA

Gaz Pyle returns, with a tip for Hit Squad's conversion of the hard-hitting Taito coin-op. Complete level one with only one life left, and lose that life on level two. And, as if by magic, the shopkeeper appears! He doesn't really, but you do get transported to level three!

LYNX

RAMPAGE

If you want to visit all the locations but, for some reason, just can't get your monsters there by conventional means (if you consider trashing high-rise tower blocks conventional!) take a sneaky peek at this cheat from James Hopkins of Bucks.
Go to the character selection screen and, before selecting your creature, press Pause. Now, unpause the game and select your monster. When the newspaper headline screen appears, hold down option 1 and move the joypad in any direction. Now you can select any of the 61 cities you wish to destroy.



WARBIRDS

James Hopkins has been blasting away at this great bi-plane arcade/sim long enough to come up with this handy list of hints. So let's get down to them, shall we? (ooh yes, lets, Paul!).

1. Turn off your engine to make the tightest turns possible.
2. Dive into the clouds to lose your opponents.
3. Always approach an enemy from the rear, as their guns are front-mounted.
4. Your plane can climb higher than those of your opponents; therefore, make the enemy sitting ducks by high flying and attacking them in a circular dive.



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HIGH SCORES



The summer slump of chronic scores is almost over and Christmas is looming on the horizon. All you lot have obviously returned from whichever foul places you choose to hide during your hols, since the scores have stormed into the office for this issue. That's not to say you've been frantically buying new games. Apart from one or two hot new releases, most of the tables are made up of older titles. That's all set to change, I'm sure, the colder it gets and the hotter you wimps become!

AMIGA

Top scores-a-plenty in the Amiga table, with a fine PGA Tour score topping the chart. In fact, it's sim city in the Amiga chart this issue, what with EA's fab golf title, Kick Off 2 and Their Finest Hour. Whatever happened to the shoot 'em ups, eh?

PGA TOUR GOLF Daniel Alery, Watford	62 (SAWGRASS)
TOKI Robert Scruby, Ipswich	56,150
CAPTAIN PLANET Michael Davies, Haverfordwest, Dyfed	279,950
FULL CONTACT David Cockram, Nr Stockport, Cheshire	277,528
KICK OFF 2 Ian Pollard, Eastbourne	78-2 (HOLLAND VS ITALY)
THEIR FINEST HOUR Tom Riihiranta, Espoo, Finland	1148
PREHISTORIK David Kitson, Scarborough	125,820

ST

Crumbly time for the ST, but you stingy ST owners have at least come up with some decent scores. For next issue, how about some efforts on Jimmy White's Whirlwind Snooker - against the man himself? I wait with bated breath...

CARTOON CAPERS Kevin White, Mansfield, Notts	73,000
KICK OFF P S Sekhon, Eastleigh, Hants	WON LEAGUE - 42PTS
RVF HONDA P S Sekhon, Eastleigh, Hants	45
LOTUS ESPRIT TURBO CHALLENGE Benjamin Coles, Fleet, Hants	280 (HARD)
SWIV Daniel George, Nr Newent, Glos	1,640,860
KILLING GAME SHOW Jason Amunwa, Catford SE6	83,800

C64

Games old and new feature in the 64 chart this issue, the newest being Ocean Navy Seals and the oldest the very, very, VERY old Bruce Lee. The rest of the chart is made up of the regular faves which seem to crop up month after month - but if that's what you're playing, that's what'll be in the scores table!

RAINBOW ISLANDS Tim Parker, Norwhich, Norfolk	642,500
NAVY SEALS Steven Moug, Ayr, Scotland	181,185
MIDNIGHT RESISTANCE Shaun Laughton, Sheffield	32,965
TURRICAN 2 Philip Roberts, Colchester	13,718,860
RICK DANGEROUS 2 Peter Baker, Solihull, W Mids	31,350
BRUCE LEE Lee Tambling, Cornwall	90,550

SPECTRUM

It's brain-drain time for Spectrum gamers, with Pipemania, Klax and Tetris all featuring in this month's chart. What a bunch of smarty pants you puzzling creepos are!

PIPEMANIA Wayne Deacon, Chelsea SW10	229,000
TETRIS Gareth Jenkins, Nr Bridgend, Wales	117 LINES
SUPER OFF-ROAD RACER Mark Baker, Southampton, Hampshire	$921,000
ST DRAGON Daniel Creser, Barton, Northants	513,337
KLAX Wayne Deacon, Chelsea SW10	4,229,315

AMSTRAD

As always, the Amstrad scores table stumbles along in the same crumbly old way. So old, in fact, that 1984 horror Friday 13th is bringing up the rear. Quick tip: toddle off to the software shop, buy some games and GET SOME HIGH SCORES!

GAUNTLET Jonathan Emmett, Grinstead, W Sussex	1,294,660
GAUNTLET II Jonathan Emmett, Grinstead, W Sussex	937,496
TREASURE ISLAND DIZZY Gary Thomson, Midlothian, Scotland	28 COINS
FRIDAY 13TH Anthony Liell, Streatham SW16	131,300
GHOULS AND GHOSTS Jamie Wright, Argyll, Scotland	65,900

SEGA

Still a but sparse, these entries for the Master System scores table, but at least there are some new games amongst the efforts. Gauntlet makes its debut, and Mickey Mouse pops up again alongside the usual crap 'n classics!

GAUNTLET SCORE = 301,650 Steven Jackson, Aldershot, Hants	
MICKEY MOUSE Robert Watt, Dumfries, Scotland	418,670

WORLD SOCCER Andrew Smith, Enfield, Middx	11-0 (ENGLAND VS ARGENTINA)
AFTERBURNER Ian Robins, Yeovil, Somerset	1,847,450
SUPER MONACO GP Paul Beckett, Farnham, Surrey	GRAND PRIX 16

MEGADRIVE

Well, what can I say? Megadrive owners do themselves proud this month, with entries for Zero Wing, Sonic and Lakers Vs Celtics to name just three of the class titles on show in the 16-bit Sega chart. Keep it up, eh?

ALIEN STORM Neil Colman, Hemel Hempstead	100 (SUPREME MASTER)
SONIC THE HEDGEHOG Ian Brett, Worthing, W Sussex	480,200
WRESTLE WAR Peter Lock, Burgess Hill, W Sussex	COMPLETE 1 CREDIT
ZERO WING Ian Brett, Worthing, W Sussex	2,320,200
JAMES POND Rita Guiness, Newcastle-under-Lyme, Staffs	24,014,990
WORLD CUP '90 Boyd Amor Collins, Ruislip, Middx	33-0 (ARGENTINA VS JAPAN)
LAKERS VS CELTICS Verloy Patrick, Antwerp, Belgium	SEMI FINAL FIRST GAME
MYSTIC DEFENDER Peter Lock, Burgess Hill, W Sussex	COMPLETE 2 LIVES USED

NINTENDO

Loads of scores for loads of games on the NES, even though most of them are a bit crinkly around the edges. Still, Super Mario Bros 3 should be with us soon, and there's bound to be a deluge of entries for that!

SUPER MARIO BROS II Thomas Manley, Wolverhampton, W Mids	COMPLETED
PROBOTECTOR Guest Bold, Stourbridge, W Mids	667,550
BIONIC COMMANDO Andrew Gray, Fife, Scotland	COMPLETED
GAUNTLET II David Hyder, Chingford E4	99,990 LEVEL 123
WORLD CUP David Breeds, Hove, E Sussex	44-0 (GERMANY VS CAMEROON)
GOONIES 2 Rob Brown, Cheam, Surrey	5 GOONIES RESCUED
TMNT David Bedford, Sydney, Australia	1,593,700

GAME BOY

The Gameboy chart is strangely bare this month, with only a smattering of titles showing up. Is it a blip, or has the Gameboy bubble burst? The latter I cannot believe, so get back to scoring, all you mini-masters!

KING OF THE ZOO Alex Street, Bristol, Avon	1,666,000
CHASE HQ Mark Wilson, Middlesborough, Cleveland	3,049,618
BURAI FIGHTER DELUXE J Evans, Meopham, Kent	3,965,100

PC ENGINE

A very lean time for the Engine, which is a great shame as there is some truly excellent stuff out there. Not least PC Kid 2, which tops this month's PC Engine table. So come on Engineers, plug in a cart and make a start at some high-scoring hi-jinks, eh?

PC KID 2 Tim Larmer, Epsom, Surrey	205,400
HEAVY UNIT Karl Pratt, E Boldon, Tyne & Wear	272,400
W-RING Karl Pratt, E Boldon, Tyne & Wear	2,011,970
IMAGE FIGHT Karl Pratt, E Boldon, Tyne & Wear	278,900

SUPER FAMICOM

Super R-Type blasts its way to the top of the Famicom table, leaving a trail of other great scores in its wake. The good news is that there's a ton of new Famicom titles on the way, so you can look forward to a wealth of new names and new claims to fame soon!

SUPER R-TYPE Matthew Edwards, Meopham, Kent	554,600
FINAL FIGHT Sam Rkaina, Horndean, Hants	1,364,850 1 CREDIT
ACTRAISER Osama Alkatib, Leeds, W Yorks	20,050
ULTRAMAN Alexander Li, London SW12	375,200
BIG RUN Bjorn Twachtmann, London N6	COMPLETED - 30 SECS REMAINING
DARIUS TWIN Harmeet Jandu, Glasgow	4,650,800

ARCADES

All kinds of coin-ops feature this ish, from the big names such as Pitfighter and Final Fight to lesser-known ones like Dragon Sabre and Outzone. It's how well you perform, not what you play, that we're interested in for the coin-op chart!

PIT FIGHTER Leigh Jackson, Beverley, N Humberside	3,002,000
DRAGON SABRE Leigh Jackson, Beverley, N Humberside	200,250
FINAL FIGHT Simon Buckett, Hyde, Isle of White	4,253,179 (COMPLETE)
GOLDEN TEE GOLF Kieran Hynes, Co Offaly, N Ireland	-19 SYLVAN LAKES COURSE
OUTZONE Alan Y L Lau, London SE18	COMPLETE 2 TIMES 1 CREDIT

RIP HERE

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the drooling CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

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GAME...SCORE...
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AMIGA BYTE SIZE

All aboard! That Mother of all Reviewers, PAUL RAND, steers the good ship Bytesize through the stormy Amiga software seas and comes across a couple of crackers and a dose of jippy tum...

SUPERCARS

GBH £7.99

In the future, all car races will be like this. Kitted out with the relevant armoury, bands of drivers head out onto the highways and attempt to come first using any means possible - and if that calls for such drastic action as bombarding the opposition with missiles, then so be it. With the money made for a respectable placing, new cars and better equipment can be bought, and if the racer has enough of a silver coating on his tongue, he may be able to blag a bit of sponsorship, too.
Supercars on the Amiga is racing in the true Super Sprint fashion, only this game has twenty-seven huge, multi-directional scrolling tracks instead of about four static little tiddlers. This is race-driving for hard men and, even though the graphics verge on the average, the action more than makes up for that.

OVERALL 89%

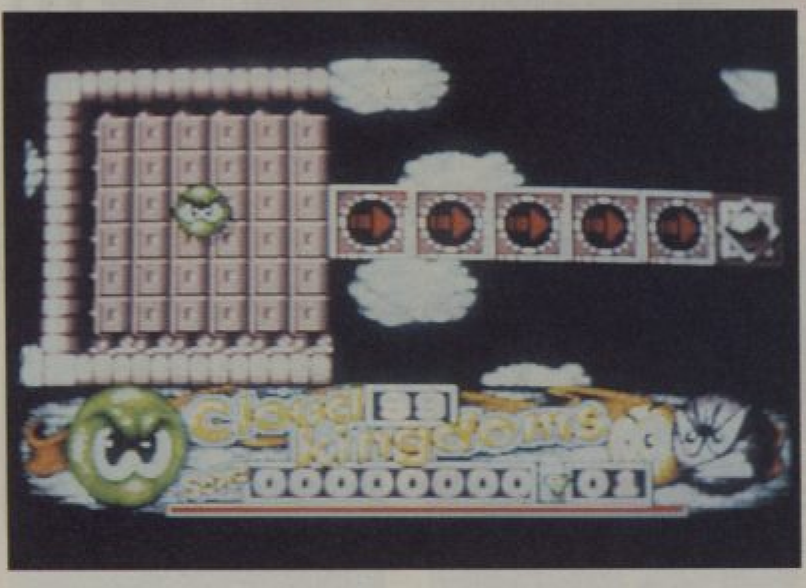


CLOUD KINGDOMS

GBH £7.99

Terry is upset. Rightly so, considering he's a green, spherical object trapped in the thirty-two lands which make up the Cloud Kingdoms by Baron von Bonsai, who won't let him out until he's collected all the magic crystals scattered around. Needless to say, there's a load of baddies kicking around, watching and waiting to kick you into touch - not to mention various obstacles to hold up Terry in his quest.
Cloud Kingdoms is a superb game, reminiscent of cutesy console cartridge. The various baddies such as magnets and eight-balls all look superb and the action is certainly hectic enough. Cloud Kingdoms was well-received at full-price and, now its on this new budget label, you'd be absolutely ball-oody mad to miss it!

OVERALL 85%



ARCADE TRIVIA QUIZ

ZEPPELIN £7.99

Pub trivia sims have been the darling of budget softco's for, oooh, absolutely yonks, and here's another one to tickle the fancy of those too young to go into the local drinking hole and fritter away their hard-earned spendable. Up to three players can participate in the game, which has them choosing question cards representing a number of different topics in order to reach the top of the pile, at which point they are eligible to try for up to a fiver in simulated sovs in the Cash Run!
Some love 'em, others loathe 'em. I for one enjoy playing pub trivia games both in the flesh, as it were, and on computer. Zeppelin's Arcade Trivia Quiz is one of the best of the bunch, featuring fun graphics for a program of this kind and some really up-to-the-minute questions. Good fun.

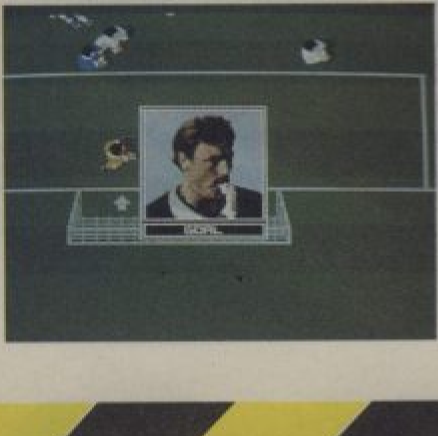
OVERALL 79%

ENGLAND CHAMPIONSHIP SPECIAL

GRANDSLAM £25.99

En-ger-land, En-ger-land, En-ger-land! We've got the best footy team in the world, and it's only through bad luck that we got knocked out by Germany in the World Cup, everyone knows that. Anyway, Grandslam have produced this game-of-the-team, featuring a Kick Off-style bird's eye view and the whole of the England Squad to choose from, including digitised piccies of each player!
Unfortunately, the view is the only part of England Championship Special which has anything in common with my favourite game of all time - the rest of this effort is a travesty of the national sport. The players all bunch together in their area of the pitch, so you'll have all the defenders, midfield and forwards in little groups, leaving no scope for wing-play and such. The game is, frankly, a sick joke, and should only be loaded so as to scare the kids into doing their homework.

OVERALL 21%





C64 BYTE SIZE

In your town tonight: PAUL RAND introduces C64 Bytesize, in which the Northern know-it-all imparts his worldly knowledge, and writes a few reviews...

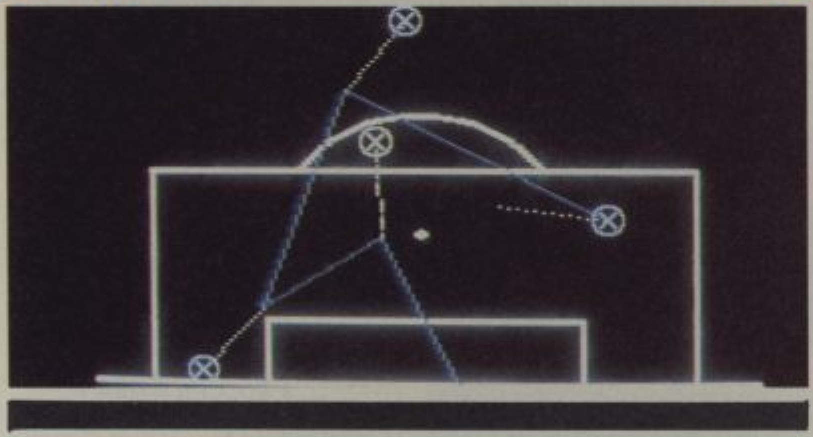
FOOTBALLER OF THE YEAR 2

GBH **£3.99**

Become the top striker in the country in this re-release from new budget label GBH, not by playing football but by buying goal cards and answering various footballing questions. There's the possibility of transfers, providing you've put away enough goals and, if you've done really well for your side, there's even the opportunity of a call-up from the internationals!

Footballer of the year is little more than a football quiz game - great if you're well clued-up on the national game, not so hot if you aren't. The programmers haven't exactly gone to town spicing up the presentation either: drab graphics and text-only screens do little to spark any excitement.

OVERALL 60%



RED HEAT

HIT SQUAD **£3.99**

Become Arnie Shwarzenegger and take on the role of Captain Ivan Danko as he tracks down the evil Russian drug dealer Viktor Rostavili across four stages in the game based on the money-spinning movie, originally released at full price by Ocean. Beginning in a Soviet sauna, the action then switches to the streets of Chicago, where Russia's hottest cop must tackle the city's toughest gang - the Cleanheads.

The game is displayed in a cinematic style, with only the top half of the characters in view. Not only does this add atmosphere to Red Heat, it also allows for some pretty huge graphics to shift about at a fair old pace. Couple the four main stages with a few bonus screens such as crushing rocks with your bare hands by frantically waggling the joystick and there you have it: an above average interpretation of a great movie.

OVERALL 74%





SHINOBI

MASTERTRONIC **£3.99**

Oh lordy! Bwah Foo has taken hostage all the children from Joe Mushashi's school of ninja training, and threatens to kill them all if his demands aren't met. Joe, being a master at the art of ninjitsu, won't stand for such cowardice and decides to go off in search of his pupils before they cop it. What ensues is a multi-stage beat 'em up converted from the cult coin-op, in which Joe must call upon all his ninja skills to fight his way through the henchmen of Foo, rescuing the youngsters as he finds them.

Shinobi, originally released by Virgin Games, is a cracking conversion of the coin-op, featuring graphics and gameplay so close to the arcade version you'll be trying to shove ten pees into the cartridge slot of your 64! Even the shuriken-hurling bonus screen has been included, almost pixel perfectly! A cracker of a budget game - buy it immediately.

OVERALL 90%



IMPOSSAMOLE

GBH **£3.99**

Don the mantle of Monty Mole, complete with cape, in his last adventure - this time set on an alien planet invaded by attackers whom Monty has been asked to dispose of. Containing over two hundred screens spread over five levels, Monty must collect weapons and destroy baddies, whilst ensuring he hangs onto his own life for as long as possible.

The Monty Mole saga has been ongoing since, it seems, the dawn of time, exciting players each time, so it's a bit of a letdown to find that the last in the series is actually the worst - due mainly to the frustrating, die-every-second gameplay. Graphics aren't too bad, but why bother when the game itself just isn't much fun?

OVERALL 64%

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BYTE SIZE

ATARI ST

It's that Bytesize time again, with blonde bombshell PAUL RAND strutting his stuff across the ST market-place, looking good for the ladies and taking in a few choice titles along the way...

SUPERCARS

GBH £7.99

Jump into the seat of your sports car and take on the other lunatics in a 27-stage race to find out just who owns the most super car. If you aren't happy with the way the vehicle is performing (and if you've been placed high enough up the field to earn enough cash), then slope into the parts shop and acquire the relevant bits and bobs. There are weapons to buy and use if you don't think your driving skill is up to scratch, and sponsorship deals to tie up in order to get a bit more money in your racing kitty.

Super Cars may not look up to much, but playing the game takes you right back to the glory days of Super Sprint, only with far superior, eight-way scrolling tracks, weapons-a-plenty and many more opponents to go up against. High-powered playability is the order of the day and, at this price, you'd be car-razy to miss out!

OVERALL 89%



IMPOSSAMOLE

GBH £7.99

Monty Mole, star of a whole host of early 8-bit hits, makes an appearance on the ST as budding savior of an alien planet, who need him to utilise his uniqe talents and save their world from intruders. What ensues is a two hundred-plus screen arcade adventure involving running, jumping, shooting and killing as Monty does his best for interplanetary relations. Impossamole could have been quite an enjoyable budget game were it not for the fact that the main character is a pain in the neck to control, making for frustrating gameplay in the long-run. Graphically, the game's fine, albeit rather basic, but because of the annoyance factor, one to leave on the shelf.

OVERALL 61%





VIRTUAL WORLDS

Not the fab, new Virtual Reality home system that you've always wanted, but a collection of games created by Incentive using the Freescape 3D graphics system, on which the brilliant 3D Construction Kit is based. Driller, Total Eclipse and Castle Master all make an appearance, as does The Crypt - a previously unreleased sequel to the latter title.

All four games featured in the Virtual Worlds compilation are well worth the effort, graphically beautiful and extremely challenging, giving the player many, many moons of jolly gaming pleasure. Even if you have one of the titles in the collection already, nip out and give Virtual Worlds a whirl.

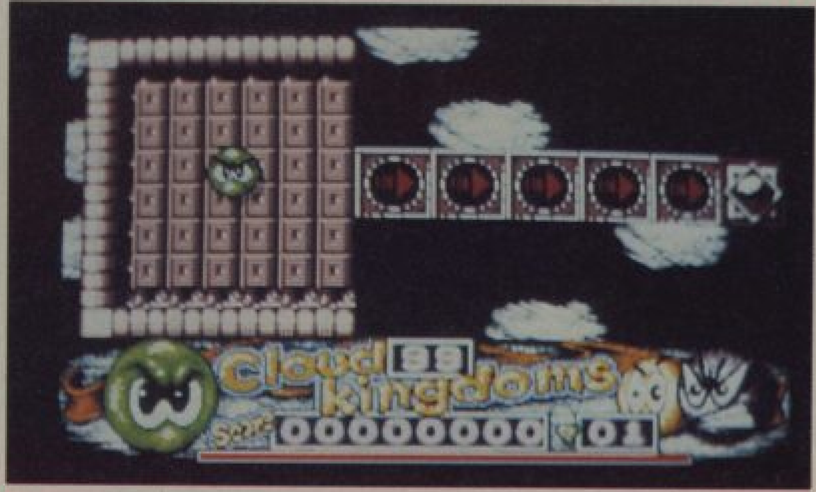
OVERALL 88%

CLOUD KINGDOMS

GBH £7.99

If round, green balls with wide eyes are your "thang", then perhaps this could be the game for you. It stars Terry the Spheroid, whose job it is to to retrieve the magic crystals nicked by Baron von Bonsai, who has stashed them around the thirty-two areas which make up the Cloud Kingdoms. I reviewed this first time round and enjoyed it, remarking upon its Quedex style of gameplay and its jolly, console-esque look. Cloud Kingdoms has aged well, playing more like a puzzle game than an arcade thrasher, and is well worth the dosh.

OVERALL 86%





BYTE SIZE

SPECTRUM

Hasta la Vista, baby! Arnie lookalike PAUL RAND turns up the heat in Spectrum Bytesize. He'll be back...

IMPOSSAMOLE

GBH **£3.99**

Monty is back, this time in supermole form as he helps the inhabitants of a friendly planet resist the overtures of an alien army. Using all his wit, guile and whatever weapons he can find, Monty must traverse the 200-plus screens spread across five levels before he can defeat the invasion force.

Impossamole could have been, like all the Monty games preceeding it, classic platform fare. Unfortunately, it suffers from a dodgy control system making for frustrating play. Graphically pleasing, sonically what you'd expect for a Speccy, Monty Mole comes a cropper in the playability stakes.

OVERALL **62%**





VIRTUAL WORLDS

DOMARK **£19.99**

Take the most ground-breaking graphics system ever devised. Use it to make three of the best ever Spectrum games. Lump them all together in a box. And chuck in a previously unreleased sequel to one of the titles for good measure. That's Virtual Worlds in a nutshell. Driller, Total Eclipse, Castle Master and The Crypt (aforementioned sequel to CM). All utilising the Freescape system of 3D Construction Kit fame.

All four games are of such a high quality they'd probably shift for around a tenner apiece. So at a price of just under a score for all four, we are talking bargain! The graphics are great, the puzzles are brain-bending and the value is enormous. You'll be playing these lot for months!

OVERALL **92%**



JOCKEY WILSON'S DARTS

ZEPPELIN **£3.99**

Step up to the oche and challenge the rotund Scotsman himself, Jockey Wilson, to a variety of games, each played on the dartboard. As well as the traditional game of 501, take on the former world number one at Shanghai, Football, Dart Bowls, Ten-Dart Century or Scram. Zeppelin prove with Jockey Wilson's Compendium of Darts that there's more to the game than being fat and drinking lots of beer. Graphically, the game is uninspiring, but what can you do to make a dartboard exciting? The games themselves are imaginitive and fun to play, especially against a friend, but if you have to go solo there are three difficulty levels to keep you away from the bar and on the oche.

OVERALL **80%**

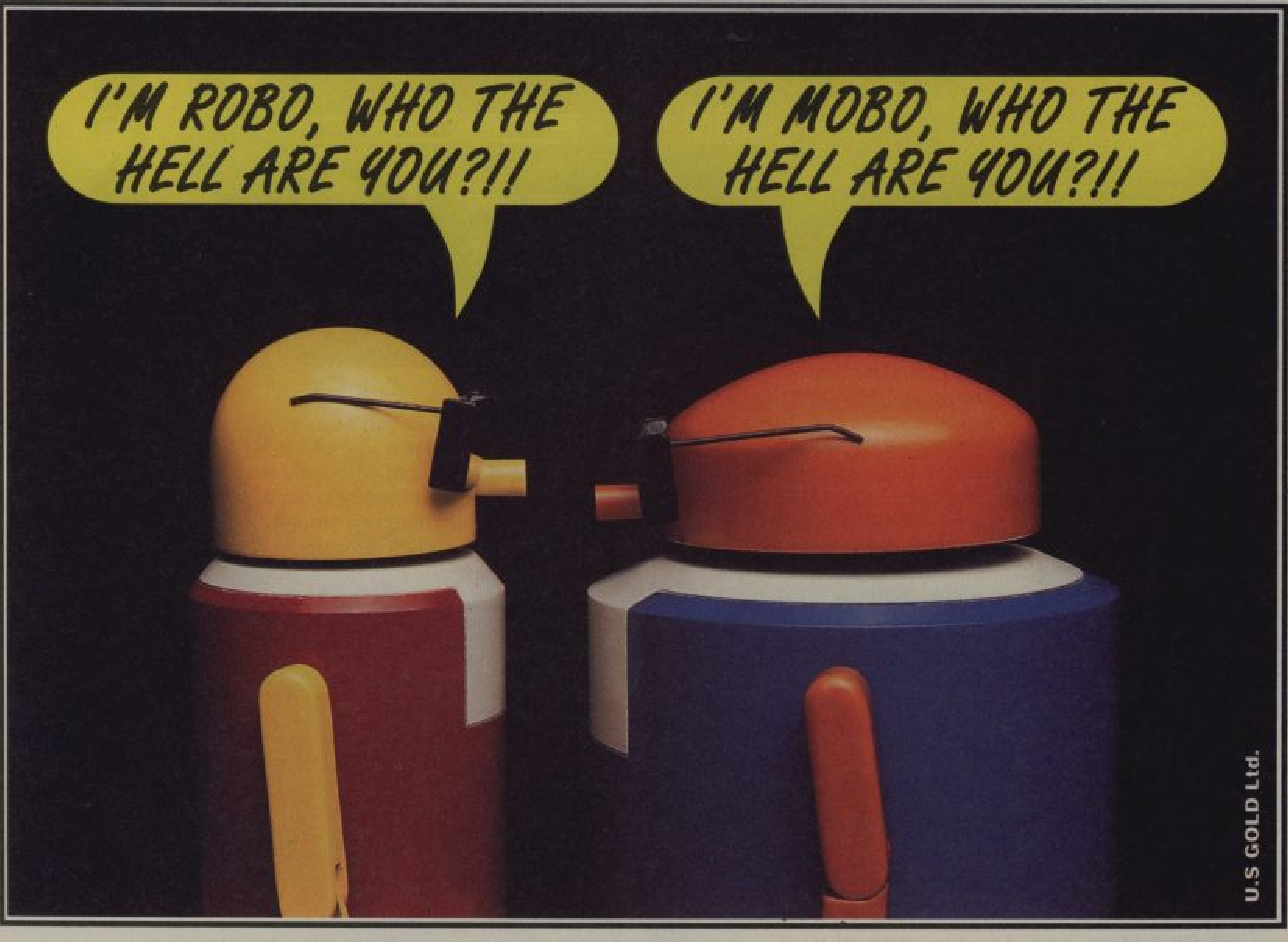
RED HEAT

HIT SQUAD **£3.99**

Ruskie drug dealer Viktor Rostavili has evaded capture and escaped to Chicago, and who's got to go and him down? Arnold Schwarzenegger, that's who, in the role of Captain Ivan Danko. Ocean first released Red Heat at full price, but now have deemed to offer the game on their budget label. It's a four stage affair, with Arnie and co seen from the waist up using a cinema-effect graphic style. There are a couple of bonus screens too, from crushing a hot rock with your bare hands to joining together pieces of a one dollar note.

Red Heat didn't exactly set the world on fire first time around, mainly due to its samey gameplay. As a cheapie title, however, it's a bit of an eye-opener, with big, fast sprites and a reasonable level of difficulty. It won't take that long to complete, but you can't argue for under four quid, can you?

OVERALL **79%**


I'M ROBO, WHO THE HELL ARE YOU?!!
I'M MOBO, WHO THE HELL ARE YOU?!!
U.S GOLD Ltd.

REVIEW

MEGADRIVE £TBA

BY ELECTRONIC ARTS

Space, the final frontier. Generally a dark and quiet place, lacking in excitement and almost entirely devoid of interesting or thrilling occurrences. Things are about to change, however. A dirty great star is about to collapse and the sun around which the planet Arth orbits is about to shuffle off its mortal coil.

When stars snuff it, they tend to go out with a bang, taking rather large chunks of the galaxy with them. Obviously the citizens of the planet Arth are not best pleased at this turn of events and would frankly rather it all happened somewhere else. The planet's desperate leaders have reached the bottom of the barrel and decided to ask you for help.

Things must be desperate. Being the all round good guy that you are, you agree to help and set about a plan of vast importance. Will you daringly fly a spacecraft into the heart of the star? Will you alter the orbit of your planet and pull it to safety? No. You'll do a spot of trading.

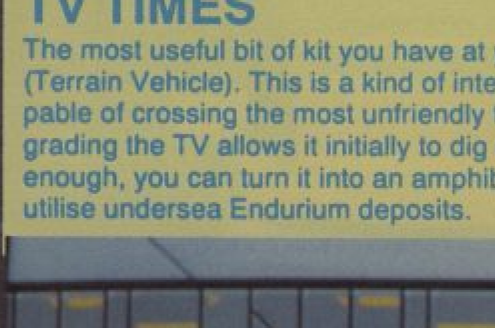
The object of the game is to make as much money as you can mining and trading minerals and hopefully find a planet suitable for colonisation in the process. So it's a race against time before the planet Arth is utterly destroyed by the rapidly expanding sun. Heroes and Stock Marketeers only need apply...



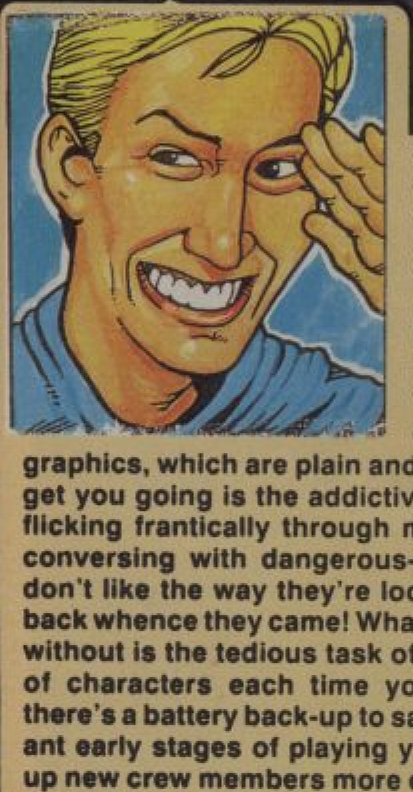
A promising planet with dodgy weather







◄ HO, ALIEN CONTACT AT LAST!



Starflight is most definitely a game for the Trekkies amongst you, capturing the atmosphere of that fine television series admirably, right down to the immortal line "to boldy go where no man has gone before!" You certainly wouldn't be overenthused over the graphics, which are plain and workmanlike, but what will get you going is the addictive gameplay which has you flicking frantically through menus, landing on planets, conversing with dangerous-looking aliens and, if you don't like the way they're looking at you, blowing them back whence they came! What Starflight could have done without is the tedious task of having to create a new set of characters each time you begin again - although there's a battery back-up to save games, in the all-important early stages of playing you'll find you'll be drawing up new crew members more often than not after inadvertantly straying into hostile territory, slagging off the locals and being swiftly destroyed. If you can survive these early hassles, then Starflight allows the player to settle down to an absorbing time with the Megadrive. Remember to listen to that wonderful single "Star-Trekkin'" when you play for maximum effect!

PAUL RAND

TV TIMES

The most useful bit of kit you have at your disposal is the TV (Terrain Vehicle). This is a kind of intergalactic beach buggy, capable of crossing the most unfriendly terrain in the galaxy. Upgrading the TV allows it initially to dig deeper and if you earn enough, you can turn it into an amphibious mining platform and utilise undersea Endurium deposits.







◀ *You could do with some of that nickel and tungsten*

BACK AT THE RANCH

At the start of each mission, you find yourself in a corridor full of doors. These doors are really a graphically depicted options menu. From here you can service and refuel your ship, name and assign your crew as well as receive your all important orders. The setup screens are lengthy, but fortunately a save game option allows you to back up your more successful missions on the cart.



▲ *Back to the depot for a spot of trading*





This is you and what a handsome spaceman you are! ▼

REVIEW

STARFLIGHT

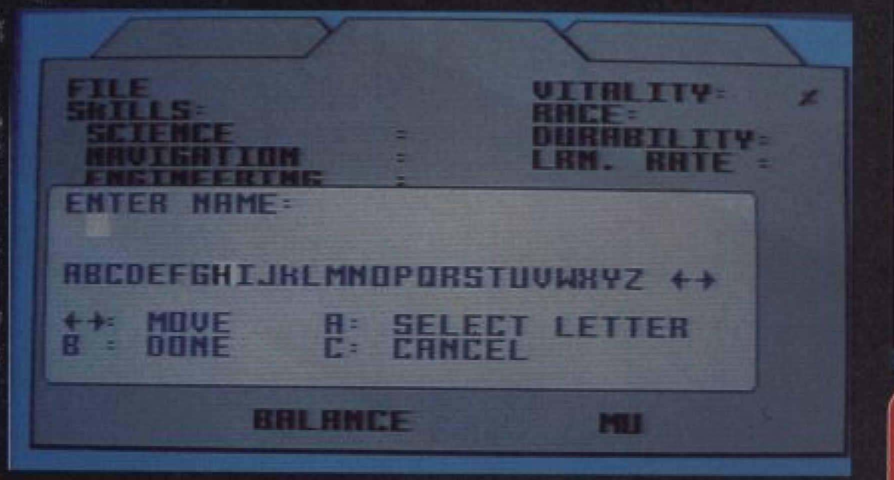
CVG HIT



An orbit is secured around an Earth-like planet

Yuk! you don't want to land here!









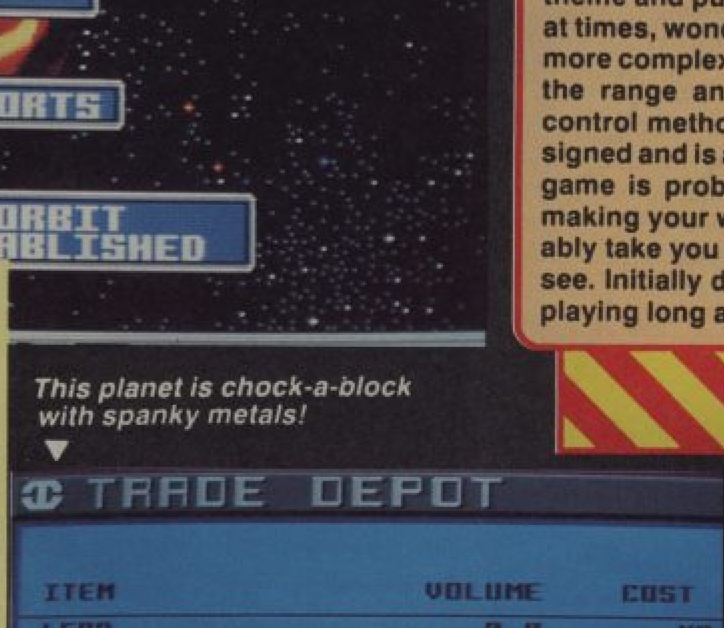
Hmm. Space trading in much the same mould as Elite, only without the arcade sequences to break up the economic frenzy. If strategic and financial planning are the kind of things that turn you on, then Starflight is almost ideal. It takes a tried and trusted theme and puts it together with some nice graphics and, at times, wonderful sound. The action is a lot deeper and more complex than first appearances would suggest and the range and scope of the game is enormous. The control method, icon and menu driven is beautifully designed and is a joy to use. The "Universe" available in this game is probably just as large as the real thing. Just making your way around the mapped sections will probably take you months and there's a lot more out there to see. Initially dull, Starflight draws you in and keeps you playing long after bedtime...

FRANK O'CONNOR

DIG FOR YOUR LIFE!

The only way to get anywhere in this game is to mine. The mineral Endurium is the pivot upon which the galaxy's financial security balances. Endurium is the raw fuel for starships and without it space travel takes a very long time. Your Arth bosses will pay you handsomely for any that you can get hold of and you can use the money to upgrade your mining equipment.

This planet is chock-a-block with spanky metals!



MEGADRIVE

GRAPHICS	71
SOUNDS	88
PLAYABILITY	90
LASTABILITY	94
OVERALL	91



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DANGER 13000 VOLTS
LIFE WEB $20 TIME 23
WITH THE HELP OF DR STRANGE - THE SORCERER SUPREME, SPIDER MAN MUST TACKLE 6 LEVELS, FROM SKYSCRAPERS TO SEWERS - DESTROY NUMEROUS BAD GUYS AND COLLECT 5 KEYS TO SAVE THE CITY.. THE CLOCK IS TICKING!
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REVIEW

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BY IMAGEWORKS

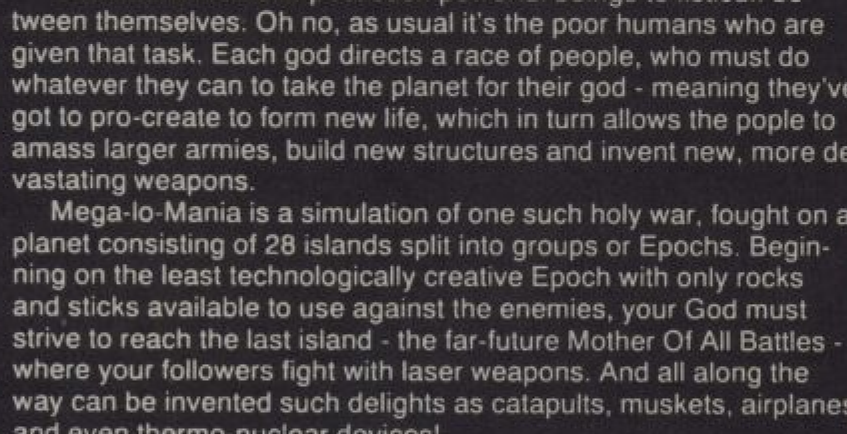


Bet you thought the planets were formed as a direct result of gravitational forces around the sun, pulling together meteors and other space particles at such speed that they fuse together to form a single mass. Rubbish! They were created by gods in a spherical glass arena and given over to these deities who then battle it out to win overall control of the new world.

But no-one would expect such powerful beings to fisticuff between themselves. Oh no, as usual it's the poor humans who are given that task. Each god directs a race of people, who must do whatever they can to take the planet for their god - meaning they've got to pro-create to form new life, which in turn allows the pople to amass larger armies, build new structures and invent new, more devastating weapons.

Mega-lo-Mania is a simulation of one such holy war, fought on a planet consisting of 28 islands split into groups or Epochs. Beginning on the least technologically creative Epoch with only rocks and sticks available to use against the enemies, your God must strive to reach the last island - the far-future Mother Of All Battles - where your followers fight with laser weapons. And all along the way can be invented such delights as catapults, muskets, airplanes and even thermo-nuclear devices!





THE KEY TO CONQUEST

The key to success in Mega-lo-Mania lies with the power of invention. Starting with only simple sticks and stones, the further along the evolutionary scale your followers progress the better the weapons become. In the Middle Ages, for instance, it's possible to build giant catapults, whilst in the late Twentieth Century the world becomes a more frightening place with the introduction of nuclear weapons!

UPDATE

Mega lo Mania shou going totally manic o ST by the time you re No other versions are planned - boo hoo!







MEGA-LO





ELEMENTARY, HONESTLY!

You can't build with fresh air! In order to make those new inventions come bursting into life, the people need to find elements with which to create their toys. The most basic elements can be acquired just by picking them up off the ground, but the better ones needed to build the best weapons are deep underground and can only be reached by building a mine - available from 3000BC.





The idea behind Mega-lo-Mania is very much in the Powermonger mould - become a leader of people and invent weapons to crush the opposition. This game takes the concept a stage further though, with the introduction of evolution and the ability to create some quite staggering armoury the more civilised the people become. The feeling you get when you take to the air in 1915 for the first time is immense, and just imagine the power in your hands following the invention of nukes! Graphically, Mega-lo-Mania is hardly inspiring: each island is made up of static screens containing rather flat land. But it's not this side of the game which makes it so wonderful - the 800K or so of clear, sampled speech informing the player of completed weapons, offers of alliances from other gods and such like more than make up for the relative drabness of the visuals. Mega-lo-Mania is a wildly addictive game, although fairly stunted in size, consisting of only twenty-eight islands, fifteen of which I've already completed. Luckily, though, I've noticed that the next island is all but impossible to complete successfully, but it's a fair bet that I'll be persevering with Mega-lo-Mania until I do, along with the rest of 'em.

PAUL RAND

CVG HIT

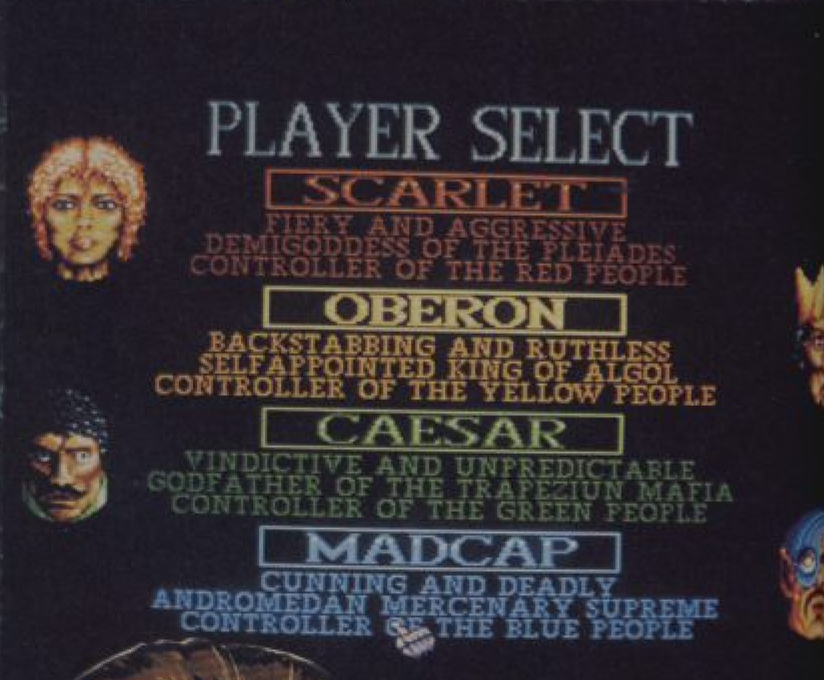






O-MANIA





I'LL HAVE THAT ISLE, I WILL

The planet is made up of nine Epochs, each containing three islands. The player starts each Epoch with one hundred humans initially under his power, but these men must be shared between all three islands, calling for a fair bit of strategy (and just a hint of trial and error!) in selecting the correct amount of people for each island. For example, while you may storm through one game without a hitch, you may have used too many followers and left yourself short for the remaining two!

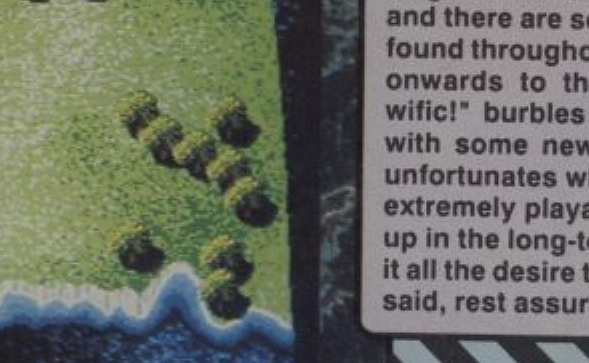




At first glance, I was tempted to write this game off as yet another Powermonger clone. How wrong can you be? In its own weird, wacky and wonderful way, Mega-lo-Mania is completely original and a whole heap of fun. The first island is a bit of a scene-setter and fairly easy, but from then on the game becomes progressively more challenging - and supremely addictive. One of Mega-lo-Mania's great strengths is its subtle humour - and there are some fine graphic and sonic touches to be found throughout the game as you progress ridiculously onwards to thermonuclear war. "Ergonomically tewwific!" burbles the machine as your minions come up with some new weapon with which to kill those poor unfortunates who happen to live next door. The game is extremely playable, but I'm not so sure how it will stand up in the long-term playability stakes. Once you've seen it all the desire to replay the game will quickly wane. That said, rest assured it'll be ages before you do!

TIM BOONE





AMIGA

GRAPHICS	84
SOUNDS	93
PLAYABILITY	92
LASTABILITY	87
OVERALL	**91**


JUST WHEN YOU THOUGHT IT WAS SAFE
THUNDER JAWS™
Take the plunge, dive into the deep and confront cybernetic sharks, enemy divers and all manner of evil – the work of the devilish Madame Q.
Your mission: infiltrate her base, rescue hostages and destroy her subterranean fortress. Pick up flame throwers, defeat the hordes of henchmen and battle with armies of monstrous genetic mutants. This furious shoot out gives no respite. The action's non-stop from the start of this fantastic multi-level extravaganza.
Gulping Excitement to the very last Bite!!
'em up makes
for all arcade
stop action from
start to finish.
DOMARK
TENGEN
Programmed by: The Kremlin
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Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road,
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Available on: Amiga, Atari ST, Commodore 64 cass & disc,
Amstrad cass & disc, Spectrum
Amiga & Atari ST Screenshots

AMIGA £25.99
C64 £11.99

Tam and Rit are two pointy-eared fairies from the land of Rod. Out playing one day they were quite dismayed to learn from a passing stranger that their Mom had been kidnapped and taken to Maboot's Tower, where horrible antics would doubtless ensue. Well, who could leave a parent in that sort of trouble? Not Tam and Rit, that's for sure! Off they trot to the local Wiz, who kits them out with magic shoes and Rods of Sheeshanamo along with a map of the Rodland.

A conversion of the Jaleco coin-op, Rodland follows the fortunes of the two imps as they traverse the 44 perilous levels of Maboot's domain. Armed only with their special shoes and rods, Tam and Rit must go up against the dastardly hordes of everyone's least favourite kidnapper, doing in the minions of Maboot, racking up the points and moving ever closer to Mom. Hurrah!





▲ Maboot stamps his authority.



▲ The end-level guardian's having a whale of a time!



After what seems like a neverending supply of death, destruction and general mayhem in the gaming world of late, Storm get back to the cutesy, console style with Rodland - and how! The concept of the game is a cross between Bubble Bobble and that age-old favourite, Panic (you know, the one where you have to hit monsters with a hammer!) which was a pull for me anyway as I love both of those classics. Then there's the graphics, as colourful and cute as even the most sickly of games. The blurb accompanying Rodland reads "So cute, it'll make you puke." They weren't far wrong! With an array of superb backdrops featuring on the Amiga version, C64 Rodland has to settle for black backgrounds and fairly blocky sprites similar to Bubble Bobble. In a way this is a good thing as the unremarkable visuals allow the classy gameplay to stand out. Both games include some fine sound, adding even more to the already electric atmosphere, but it's the gameplay which you buy software for, and Rodland is stuffed brim full of that...

PAUL RAND



▲ Stop rabbitting on and sort out those Uni-Buns!





▲ *That's one level cleared of nasties!*

KILLERS HAVE NEVER LOOKED SO CUTE!

Rodland is cute to the core, and our two heroes even manage to dispose of their foes in lovely little ways! Instead of blowing them to bits (which, quite honestly, is what those horrid ugly bad guys actually deserve) Tam and Rit catch them with little ray guns and throw them around a few times to give them headaches worse than Paul Rand's hangovers. Our darling duo have a pretty cute way of getting out of trouble and reaching all those places cute little dwarfs normally have a bit of trouble: at the touch of a button they build ladders to climb their way out of trouble! Good for them, eh?



▲ *That wiped the grin off the face of that cocky starfish!*



▲ *Trunky's indiscriminate use of his children gets right up Rit's nose.*



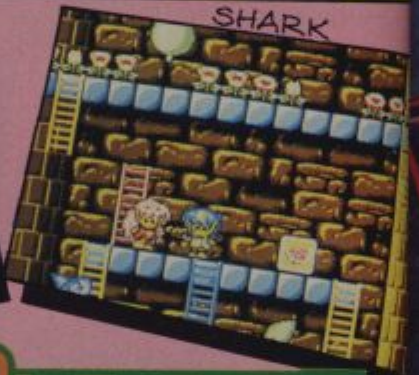
◀ *A bit of a breather for the girls.*

RODLAND













▲ *Just some of the meanies you'll meet in Rodland.*



Sick to death of shoot 'em ups? No, nor am I - but that doesn't mean you can't enjoy Rodland! One of the cutest cutesy romps to coochy coo its way into the arcades is here to tickle your fancy at home - and what a gloriously gooey little romper-suit romp it is! It may be a darling little game, but does that mean it's easy? Do me a favour, diddums! Behind that flower-power sunshine loveliness lurks some wickedly addictive gameplay in the true style of the arcades - faithfully captured in these Amiga and C64 conversions. OK, the graphics are a bit so-so simple and the sound will drive you ga-ga, but the finely tuned gameplay will send you crying for mummy - it's that 'ard. In the best traditions of some of the arcade classics the game undoubtedly owes its origins to, Rodland is sufficiently original to keep you interested. Then the gameplay keeps you hooked while the tunes slowly drive you mad. A thoroughly enjoyable platform romp with knobs on and definitely worth a waggle at the earliest opportunity!

TIM BOONE

FLOWER POWER FAIRIES

Collecting all the flowers on each level changes the monsters left on the screen into Kaburra which, when biffed with the Rods of Sheesanamo, eject a letter. When all the letters making up the word EXTRA are collected, a very nice fairy godmother appears to give you lots of points. Now isn't that cute?



◀ *Tam shows just how bad a night on the curry can be.*



AMIGA

GRAPHICS	88
SOUNDS	85
PLAYABILITY	88
LASTABILITY	84
OVERALL	86

C64

GRAPHICS	78
SOUNDS	88
PLAYABILITY	88
LASTABILITY	85
OVERALL	85



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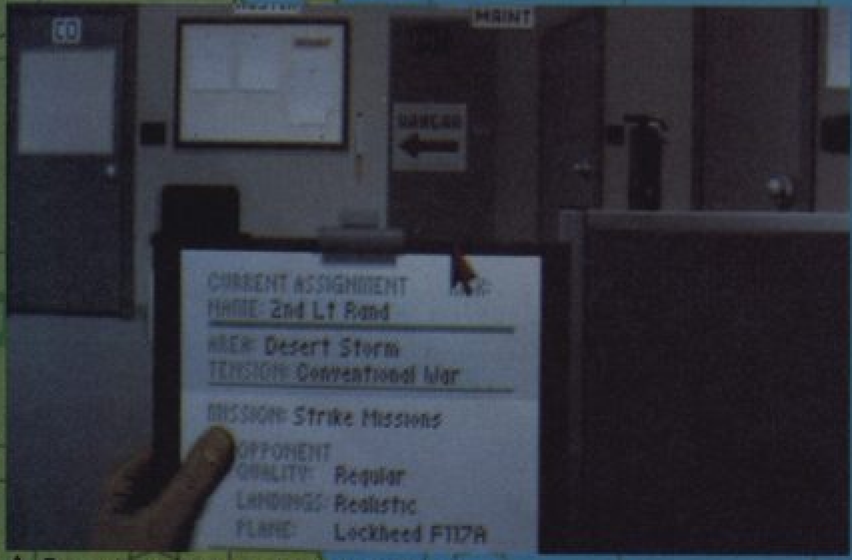
REVIEW

PC **£39.99**

BY MICROPROSE

When Microprose brought out their simulation of the then classified Stealth Fighter plane, it met with critical acclaim and sold more than a few copies. Now, with much more detail available on the aircraft and massive publicity due mainly to the role it played in the Gulf, the original F19 sim has been updated, tweaked and given its official name of F117-A.

Before flying into any one of a number of international hotspots, the Stealth pilot must first select his style of game. As well as choosing the area in which to fly from a list including Libya, Europe and the Gulf, air and ground missions can also be picked, along with the strength of opposition and danger realism of flight, from easy (no crashes) to realistic (everything causes damage). After that, it's into the skies and the mission is under way...



▲ *So, who are we going to kill today?*







F19 Stealth Fighter is my second favourite game of all-time, so I was anxious to get my mitts on the sequel and see what declassification can do to a flight sim. What Microprose have done is take the original game (which, as it turned out, wasn't that technically incorrect), added extra scenarios, beef up the graphics and fiddle with the flight mechanics to create a simulation which feels more like a brand new project than a sequel. The graphics are absolutely superb: masses of detail including what looks like lights shining in airbases! The aircraft itself is a joy to fly - I advise getting hold of an analogue joystick if you don't already own one, as it gives the simulation a much better feeling of realism than when using the mouse. Something always has to be sacrificed, though, and in the case of F117-A it's the smoothness of the scrolling. At times things can become very jerky, but this can be compensated by altering the detail of the graphics to strip away the pretty but unnecessary pictures and speed up the game no end. F117-A Stealth Fighter v2.0 is the next step in home computer flight simulation - a technically stunning piece of programming and an infinitely enjoyable game with an infinite amount of gameplay stored in it. Some day, all games will be like this...

PAUL RAND

UPDATE

Will Stealth Fighter 2.0 make it onto your Amiga and ST? Only time, success and the head honchos at Microprose can tell! Watch this space...



▲ *Hey, that doesn't look like a baby-milk factory!*





◀ The Rockeyes are loaded and the targets straight.

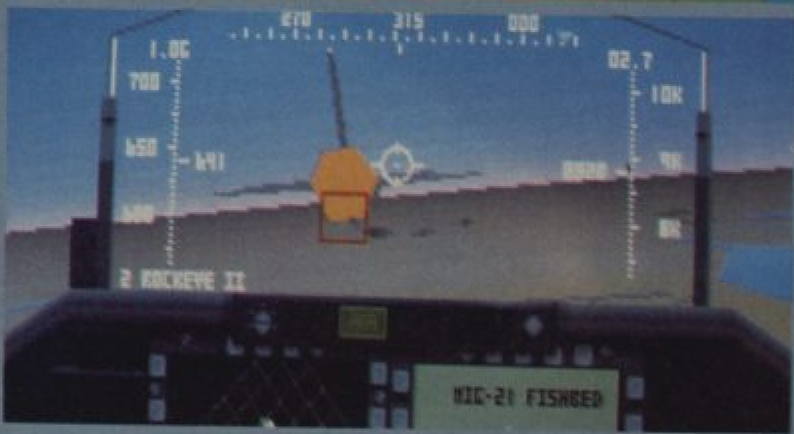


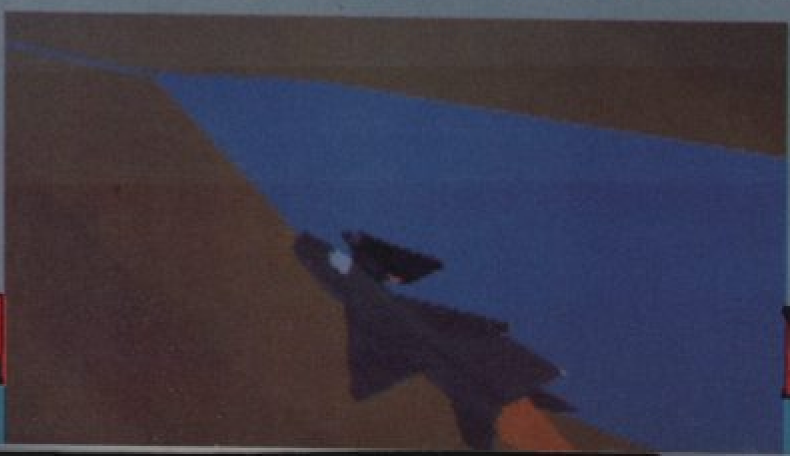
STEALTH - HOW IT WORKS

Stealth is the culmination of many man-years of development and millions of dollars of military funding. The F117-A is coated in special Radar Absorbment Material, or RAM, which literally soaks up radar waves like a sponge - dramatically reducing the plane's signature and making it much harder to spot. The radically new shape of the F117-A, with its smooth curves and lack of weapons pylons (all armaments are stored inside the craft) assists in cutting further the plane's signature on radar.

Due to these breakthroughs, it is said that what would normally be a sitting duck due to its slow speed and hopeless manouverability, shows up on enemy screens as an object not much bigger than a bird - and it is because of this that the F117-A was so successful in the Gulf War.

CVG HIT





A VIEW TO A KILL

As is the norm in today's flight sims, F117-A Stealth Fighter v2.0 allows the player to select a number of outside-the-cockpit views. The regulars, such as chase plane and enemy-to-plane views, are spectacular enough, but the most amazing sight has to be that of a missile streaking through the skies on its way to destroy its intended enemy target.



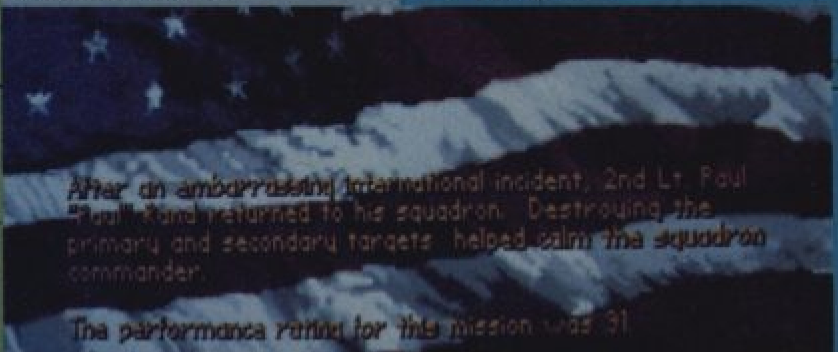


▲ *Saddam's luxury palace - not for long!*

GULF WAR, ANYONE?

Probably the most controversial aspect of F117-A Stealth Fighter v2.0 is the inclusion of the Operation Desert Storm scenario. The F117-A was perhaps the most successful aircraft throughout the whole conflict in terms of enemy "kills" - almost one-hundred percent success rate and no Stealth losses made it the hero of the conflict. It is reported that for each mission undertaken by a Stealth Fighter, to complete the objective using conventional craft would have taken around thirty planes, including escorts, bombers and supply ships - a logistical nightmare made easy with the use of hi-tech.

Always the one to cause an embarrassing international ▼ *incident...*



PRIZES AND PROMOTIONS

If a mission has been executed well enough, the Stealth pilot could be in the lucky position of receiving a promotion or, if he's done really well, a medal. The player begins the game at the rank of 2nd Lieutenant with the opportunity of becoming an all-powerful but non-flying Brigadier General. Decorations are given for a number of reasons: fly a particularly successful mission and the Air Medal may be awarded, whilst those injured in battle can expect to receive a Purple Heart. Only the most daring (or mad) can hope to receive America's highest military award - the Congressional Medal Of Honour.



Still recovering from the bombshell delivered so suddenly by F19 Stealth Fighter, I was really looking forward to the follow up - and here's a sequel which manages to blow the amazing original away! Take one of the best fighter sims on the market, tweak it up, add extra scenarios, improve the graphics and sound and you have F117-A Stealth Fighter 2.0. In terms of speed, I have to say the game doesn't match the incredible Jetfighter II (turn off the fancy graphics and the game turbo charges for smoother flight) but it certainly has the edge in atmosphere. Just like the original, you really feel you're up there in this top secret crateful of tricks and the desire to complete your mission (of which there are squillions) and return safely to base makes the game one of the most compulsive around. The programmers have obviously put a lot of care and thought in - which means the game is so realistic it plays like a dream! Buy Stealth Fighter 2.0 and lose a few nights' sleep flying with the best. Don't buy it and you'll lose a few nights' sleep anyway as you worry about all the fun you're missing...

TIM BOONE



PC

	%
GRAPHICS	92
SOUNDS	91
PLAYABILITY	94
LASTABILITY	93
OVERALL	93

TOP 20

GALLUP ALL FORMATS

THIS		GAME	BY
1	1	MANCHESTER UNITED EUROPE	KRISALIS
2	2	HERO QUEST	GREMLIN
3	3	RAINBOW COLLECTION	OCEAN
4	4	DIZZY COLLECTION	CODE MASTERS
5	5	TEENAGE MUTANT HERO TURTLES	MIRRORSOFT
6	17	LEMMINGS	PSYGNOSIS
7	7	MONKEY ISLAND	US GOLD
8	21	EYE OF THE BEHOLDER	US GOLD
9	11	SUPER MONACO GP	US GOLD
10	9	BIG BOX	BEAU JOLLY
11	14	VIZ	VIRGIN
12	20	PGA TOUR GOLF	ELECTRONIC ARTS
13	26	GODS	RENEGADE
14	6	F15 STRIKE EAGLE 2	MICROPROSE
15	28	CREATURES	THALAMUS
16	16	F16 COMBAT PILOT	DIGITAL INTEGRATION
17	15	MULTI PLAYER SOCCER MANAGER	D&H GAMES
18	13	ROBIN SMITH'S CRICKET	CHALLENGE
19	34	ARMOUR-GEDDON	PSYGNOSIS
20	35	FLAMES OF FREEDOM	RAINBIRD

From this month onwards, it's full-price charts only in CVG, to give YOU all the gen on what's hot in the cheeky world of the software industry. This month, Man United Europe hangs comfortably onto the top spot. Will it keep on scoring? There's some hefty competition out there!

AMIGA

1	1	Manchester United Europe	Krisalis
2	6	Eye Of The Beholder	US Gold
3	2	Rainbow Collection	Ocean
4	3	Monkey Island	US Gold
5	5	PGA Tour Golf	Elec Arts
6	18	Lemmings	Psygnosis
7	4	F15 Strike Eagle 2	Microprose
8	16	Armour-Geddon	Psygnosis
9	9	Gods	Renegade
10	10	Kick Off Winning Tactics	Anco

Those guys at Krisalis must be celebrating - four out of the five computer charts have their game at number one this month! But look at what's trailing it - some very worthy titles including Lemmings, which is coming back for a second shot at top spot!

CVG TIP FOR THE TOP - Manchester Utd Euope has to be the one to go for - with Eye Of The Beholder being a good each way bet.











AMSTRAD

1	1	Manchester United Europe	Krisalis
2	7	Rainbow Collection	Ocean
3	4	Viz	Virgin
4	3	Dizzy Collection	CodeMasters
5	2	Teenage Mutant Hero Turtles	Mirrorsoft
6	-	Super Monaco GP	US Gold
7	6	Hero quest	Gremlin
8	-	Tetris	Mirrorsoft
9	5	Big Box	Beau Jolly
10	-	Kick Off	2Anco

Manchester Utd Europe scores again! The Reds hit the top of the CPC table, closely followed by a clutch of good stuff - most notably Super Monaco GP which screeches in from nowhere to number six spot!

CVG TIP FOR THE TOP - Again, Manchester Utd Europe is probably the one to go for, although Super Monaco GP could just pip it into pole position.



ATARI ST

1	2	Flames Of Freedom	Rainbird
2	6	Lemmings	Psygnosis
3	7	Rainbow Collection	Ocean
4	14	Gods	Renegade
5	8	Manchester United Europe	Krisalis
6	-	Virtual Reality 1	Elite
7	1	Robin Smith's Cricket	Challenge
8	9	F15 Strike Eagle 2	Microprose
9	5	Hero quest	Gremlin
10	-	Sim City/Populous	Infogrames

As we predicted last ish, the sequel to Midwinter burns a trail through the chart to end up at the top, with last month's number one Manchester Utd Europe relegated to number five. Gods makes a strong charge, whilst Elite's new compilation appears from nowhere to occupy the place below.
CVG TIP FOR THE TOP - No problem here - Midwinter 2 is going to sit at the summit of the chart for some time.





SPECTRUM

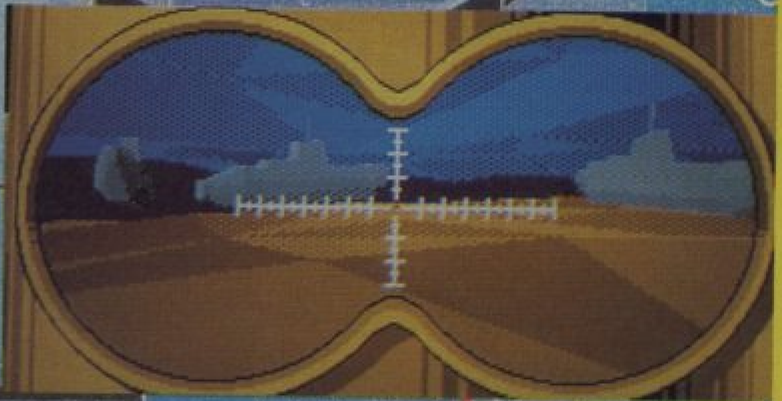
1	2	Dizzy Collection	Code Masters
2	1	Hero quest	Gremlin
3	3	Man United Europe	Krisalis
4	5	Teenage Mutant Hero Turtles	Mirrorsoft
5	-	Toyota Celica Rally	Gremlin
6	12	Big Box	Beau Jolly
7	6	F16 Combat Pilot	D I
8	19	Super Monaco GP	US Gold
9	18	Robocop 2	Ocean
10	11	Multi player Soccer Man.	D&H Games

Surprise surprise! Those Masters of Code climb to the top of the chart with their eggy compilation. Just look at Robocop 2 though, attempting to break the record currently held by its prequel!
CVG TIP FOR THE TOP - Toyata Celica Rally is making a break for top slot, but don't be surprised if it's the Egg Man occupying position number one next month.

C64

1	4	Manchester United Europe	Krisalis
2	5	Creatures	Thalamus
3	2	Dizzy Collection	Code Masters
4	1	Hero quest	Gremlin
5	8	Big Box	Beau Jolly
6	6	Multi Player Soccer Man.	D&H Games
7	3	Supremacy	Virgin
8	7	Super Monaco GP	US Gold
9	19	Teenage Mutant Hero Turtles	Mirrorsoft
10	14	Last Ninja 3	System 3

64 owners starved of decent footy games are buying up Manchester Utd Europe in droves, so much so that there it is, topping the chart.
CVG TIP FOR THE TOP - A strong line-up this month, with a host of top titles vying for position. Betting men would go for a shot at Man Utd Europe for a second month.





NINTENDO

1	2	SUPER MARIO BROS 2
2	NE	DONKEY KONG CLASSICS
3	5	DOUBLE DRAGON
4	RE	SUPER OFF ROAD
5	RE	SOLAR JETMAN
6	NE	IRONSWORD
7	RE	TEENAGE HERO TURTLES
8	3	MEGA MAN 2
9	4	GREMLINS 2
10	10	DUCKTALES

The Marios hit the top spot once again, but the Turtles are back for another try! Watch Solar Jetman, back on the trail to the top...

CVG TIP FOR THE TOP: You lot are obviously nostalgia buffs, with Mario giving himself a serious run for the Number One slot!!









GAME BOY

1	1	SUPER MARIO LAND
2	2	DOUBLE DRAGON
3	3	SPIDERMAN
4	4	GARGOYLES QUEST
5	NE	GOLF

Mario fights off all comers for top slot of the lot, with Double Dragon and Spiderman both snapping at his hot little heels.

CVG TIP FOR THE TOP: Keep your eye on Gameboy Golf - it's a spanky little game destined for even greater great things...







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AMIGA £25.99
BY US GOLD

Years ago, the vicious scourge known as the Mad Gear gang moved into Metro City and have been there ever since, bribing mayors, running various scams and causing general havoc and mayhem throughout the Metropolis. The citizens were crying out for a saviour and in Haggar, ex-champion street fighter and new boss of Metro City, they found him. A no-nonsense guy, Haggar closed down the Mad Gear businesses - exiling the villains to the Underground. The Mad Gear wanted revenge, and there was only one sure way.

The telephone rang in Haggar's office. "We wanna do a deal," explained the voice on the other end. "One which would be, uh, beneficial to both parties. You give us the go ahead to restart our, let's call 'em interests, and you receive the monthly figure we offered before plus, say, an extra fifty percent...". Haggar, incensed, was about to slam down the receiver when the chilling line was spoken; "And you get your daughter back."

"You'll not get away with this!" stormed the Mayor. A couple of calls later and Cody and Guy, the toughest fighters in the city, were given their orders: go out there, close down the Mad Gear gang for good and rescue Jessica. There was no need to say it a second time...







...sting the big boss's car for bonu... po... is a hoot!

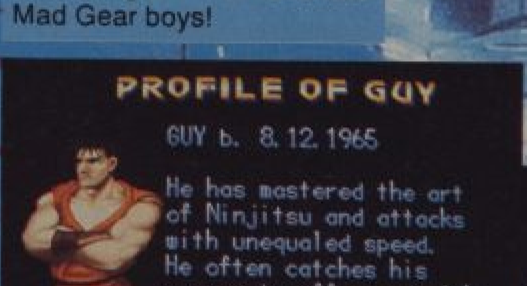


Final Fight was the best thing to happen to arcades for a long, long time - combining multi-player action with extreme violence to create a superb scrolling beat 'em up. After the stunning Famicom conversion, Amiga owners were expecting big things for their interpretation of the game and, although there are a few bits gone missing during the crossover from coin-op to computer, the overall impression is a job well-done by US Gold and programmers Creative Materials. The coin-op's high definition graphics have been transported excellently to the Amiga, giving the game huge, colourful battlers and only a slight drop in speed when a bundle of them are on-screen at any one time. Sound effects are similarly impressive, especially the noise of the underground train as it rattles into the station which is so realistic you'd believe you were standing in King's Cross! For some reason though, the in-game music has been left out of the finished version, which is a shame as it would have added so much to the atmosphere. On coming to play the game, it's noticeable than some of the moves have been omitted from Amiga Final Fight - the hold for one - but to compensate for that there's the inclusion of simultaneous two-player action, something which the wondrous Famicom couldn't handle. Overall, Final Fight could be better - but it's very good as it is!

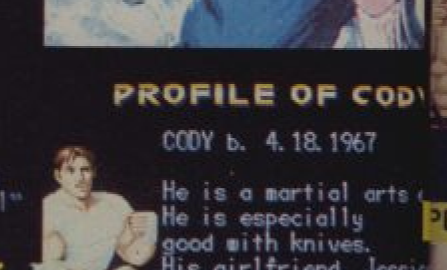
PAUL RAND

GET ALL TOOLED UP

Not only can Guy, Cody and Haggar punch and kick, they can also do a few nifty things with the weapons lying scattered throughout Metro City. Whilst the knife is good for throwing and close-range slashing at enemies, the more useful object is the six-foot length of lead piping which the lads can pick up and swing at the unfortunate Mad Gear boys!



SPECIAL MOVE: ROUNDHOUSE KI...

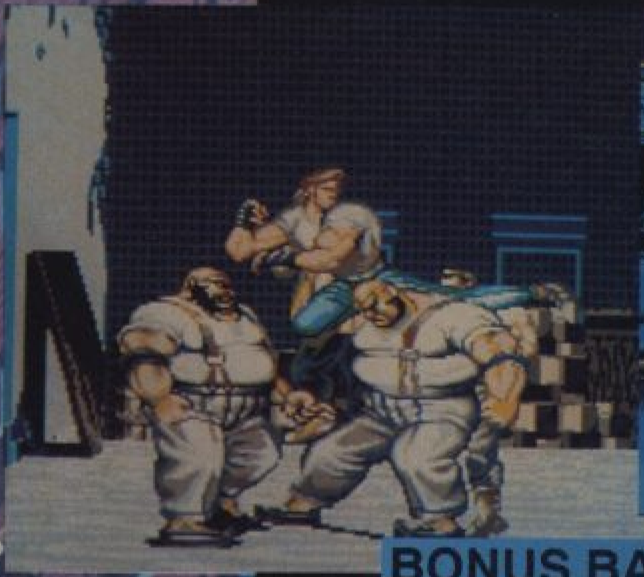


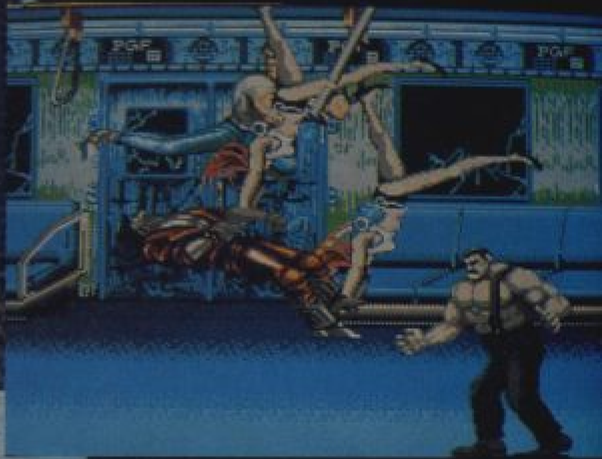
SPECIAL MOVE: HELICOPTER K...

REVIEW

UPDATE

With all sorts of conversions under way, Final Fight should be on a machine near you pretty darned soon.







▲ Beating up a Samurai in a boxing ring

BONUS BATTLING

After completing a level, the player is treated to one of two bonus games. The first has the Final Fighters smashing up a flash car belonging to a member of the Mad Gear gang using either fists, feet or a handy piece of lead piping, whilst the other game involves walking through a glass factory and smashing up the panes. But watch out - hitting the glass in the wrong place causes it to spin round and smack straight into your man!





Final Fight is probably the most eagerly awaited arcade license this year. The fact that it features almost every level and feature of the original arcade game is a real boon. There are a few noteable differences, such as the lack of destructible objects and a couple of missing moves. The overall effect is slower and less frantic than the arcade version, but it plays smoothly enough. The game itself is a fairly enjoyable romp, featuring much death and destruction as well as a fair old bit of harmless violence. All in all it's a fairly decent conversion of a phenomenal coin-op. Probably a bit too easy for older players though. The arcade two player mode is included and this gives the Amiga version a tremendous advantage over its Famicom counterpart...two players make short work of the bad guys.

FRANK O'CONNOR



SPECIAL MOVE: HEAD SMASH

...here did all the bad guys go?!!?



AMIGA

GRAPHICS	88
SOUNDS	82
PLAYABILITY	81
LASTABILITY	79
OVERALL	80

CODY
967
arts
Jessica,
by the
PTER KI

ARCADE ACTION

time traveler HOLOGRAM

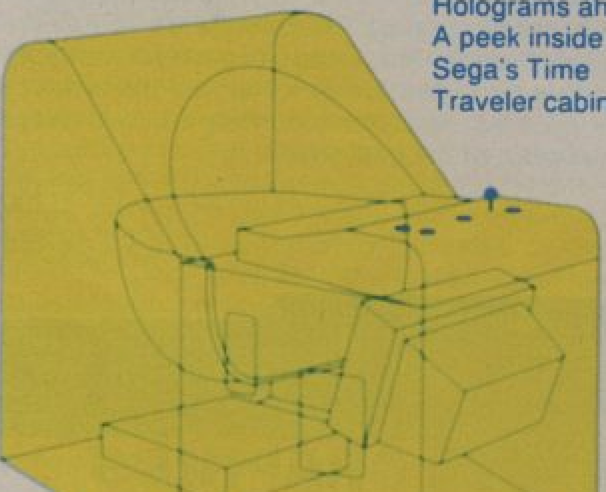
SEGA

Sega's latest machine is "revolutionary" thanks to the fact that it's the World's first "holographic" coin-op. Well, Sega call it holographic. In fact, no holograms are involved at all - the whole thing is an illusion. Images of "live action actors" are projected onto a parabolic mirror to give the impression that they're actually 3-dimensional and are walking around inside the glass dome sunk into the front of the machine.

Still, effect is quite neat - even though everything is displayed on a black background, the images themselves are quite small and there are horrible distortions if you walk around the machine.

But even though the concept is new, the actual gameplay style is as old as the hills. It's very much in the vein of the early 1980's laserdisk coin-ops, like Dragon's Lair and Astron Belt. The player "takes control" of a time travelling cowboy called Marshall Gram, who must travel the chrono-ways of the past, present and future and defeat a bad guy called Vulcor and save Princess Kyila.

This involves battling through a variety of situations by using the joystick and fire button in the right place at the right time. It's very simple and there's even a learning mode to help complete novices get to grips with the action!



Holograms ahoy! A peek inside Sega's Time Traveler cabinet.





HOLO-CONTROL

The action is presented as a series of sequences and problems which the player must guide the hero through by moving the joystick left, right, up or down or by pressing the fire button at the correct time during the sequence.

For example, the opening scene sees a cowboy pop up on the hero's left. Press the joystick towards him and fire and the hero will shoot the baddie dead. Get it wrong and the hero gets shot As the hero progresses through the game, the sequences get more and more complicated (left, right, up, up, down, left and shoot, etc), but the basic concept remains the same.





HOLO-HAM

Whether it's deliberate or not, the actors who play the roles in the coin-op are about as convincing as planks of wood. Terrible acting is in evidence as the hero battles through different time eras and is accosted by a veritable army of hams - ranging from unconvincing cowboys to unrealistic hooligans from the edge of time. It's real infant school nativity play stuff!



HOLO-ACTION

To complete the game, the player has to successfully negotiate his way through a variety of different time zones. There are about 20 of these, ranging from the 18th to the 26th Century, and some are connected to others. What the player must do is pick and complete one time zone at a time and make a route through the time network and reach the baddie on the final 26th century level.



Full marks to Sega for coming up with new technology and an original concept, but sadly I don't think it's going to set the gaming arcade world alight. The problem is that although Time Traveller is very impressive to look at - it certainly pulled crowds of onlookers at the two Southend arcades where I tested the game - to play, it's a real bore. It's just like the old laserdisk arcade machines of ten years back, only Time Traveller lacks their fantastic animation and hilarious, wacky cartoon humour. Instead, it's very poor, featuring unconvincing "live action" acting and uninspiring situations. The gameplay is very limited and you've got no "real" control over the character. He wanders around under his own steam and you simply have to push the joystick in the right direction at the correct points during the action. This may be OK for lazy players who want everything taken care for them, but as an active player I want more than just a very simple and - at £1.00 a go - expensive reflex test. Time Traveller only really works as a novelty arcade attraction that makes non-playing punters gasp and stare. As a game to play it's simply too dull, too limited and too predictable to be worth more than a couple of goes.

JULIAN RIGNALL



SEGA

GRAPHICS	100
SOUNDS	100
PLAYABILITY	59
LASTABILITY	42
OVERALL	**49**

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THE MICROSELLS

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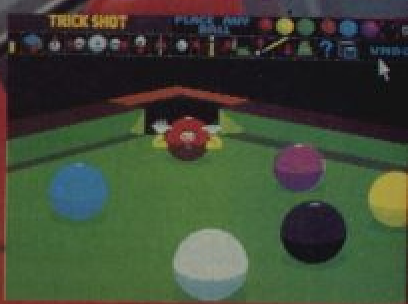
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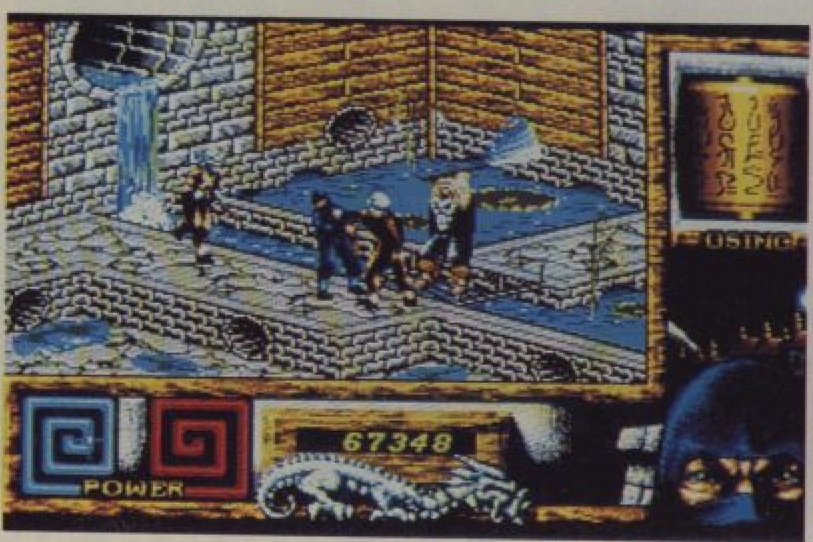
PREVIEW

Ninja. The ancient Japanese school of stealth, assassination and groovy black outfits. Ninja have long held a fascination for the games playing public and appear in one form or another, in almost every beat em up since the genre began. System 3 have finally announced an Amiga version of their 64 classic. The game is an isometric 3D arcade adventure, featuring a plethora of puzzles, problems and whirling Ninja death squads. There are several levels to negotiate, with each level having one of the elements as a theme. Fire, air and water are predictable enough, but the final showdown takes place in an area called the Void. This looks suspiciously like space, although quite what a Ninja warrior is doing in the blackness of space, is a bit of a mystery. The puzzle element is strong, with your Ninja having to collect materials and tools in order to progress. Weapons, free lives and bonuses are scattered throughout the terrain, so there's certainly lots to see and do. We wait with bated breath.

VERSION	DATE
AMIGA	TBA









All those nice Italians, like the ones in the Cornetto and Ragu adverts, will be horrified to discover that a small percentage of the Italian community have been a bit naughty. The range of their mischievous antics extends to extortion, drug running and callous murder. These are almost certainly pranks which merit a severe spanking and the immediate withdrawl of pocket money. Mario Puzo's epic account of these cheeky japes has now been transformed into an arcade style game from US Gold. The game takes the form of a horizontally scrolling platform shoot em up and apparently features some rather extraordinary graphics. In style, the game will be somewhat reminiscent of Rolling Thunder and will contain nine levels of blasting action. Extensive use of sampled sound effects should help the game's atmosphere and a hint of strategy will creep into the proceedings. Lots of hidden features and bonuses are there for you to discover and an icon driven panel smooths out the more complex aspects of gameplay. The game has scenes from all three Godfather films and there are tons of greasy dangerous looking Italians to blow away.

VERSION	DATE	PRICE
PC	TBA	£ TBA
AMIGA	TBA	£ TBA
ST	TBA	£ TBA




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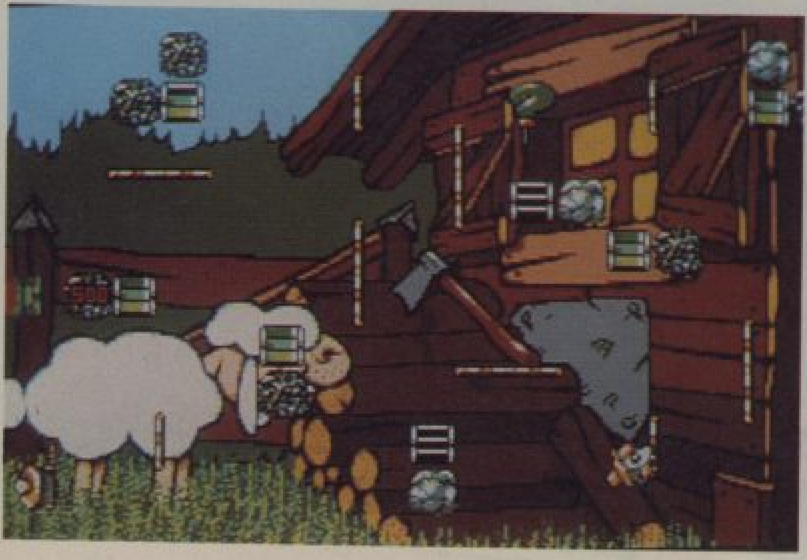
COOL CROC TWINS

EMPIRE

Take a couple of cute 'n' crazy crocs, drop them in at the deep end and let the fun begin! Now here's something very different indeed - a sort of climbing, flying, bouncing platform spectacular courtesy of Empire. Our Cool Crocs find themselves in all sorts of trouble as they attempt to head-butt their way out of trouble by bouncing around screen after screen. With a style of gameplay all of its own, tons of bonuses and some darned cutie crocs, we reckon this one could be a little bit special. So take a gander at these screen snaps (sorry) and watch out for the full lowdown soon!

VERSION	DATE	PRICE
AMIGA	TBA	£ TBA
PC	TBA	£ TBA
ST	TBA	£ TBA
C64	TBA	£ TBA

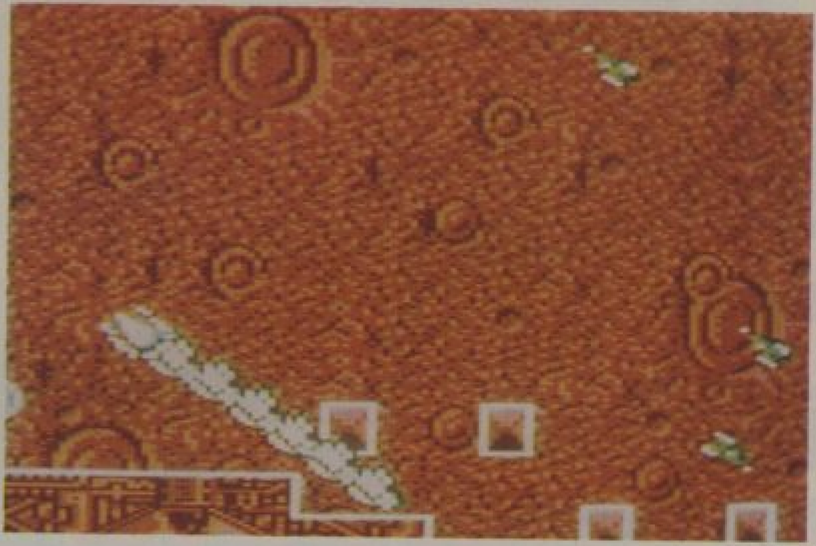


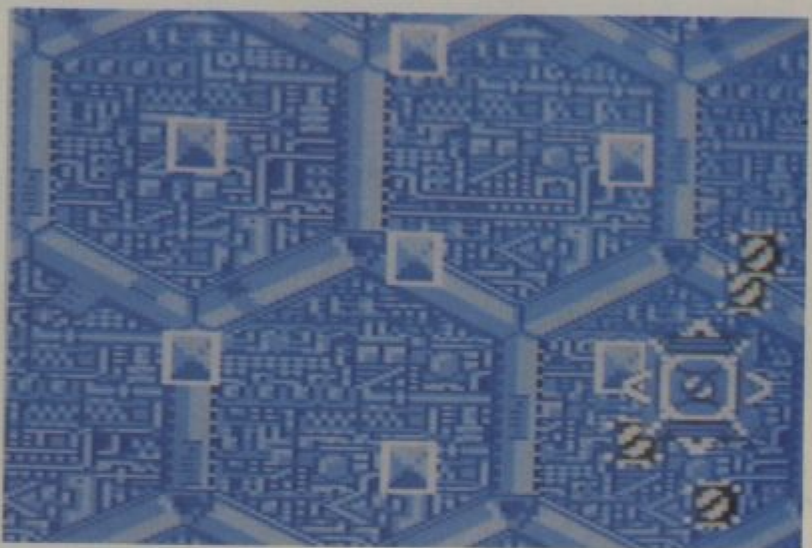


VOLFIED

ENTERTAINMENT INTERNATIONAL

As you read this, EI are beavering away on their home computer conversions of Taito's Qix-ish mini classic. Already a blimmin' good game on the Megadrive, Volfied casts you in the role of a tiny space ship attempting to snatch space from patrolling aliens and other assorted horrors. It's an addictive update to the all-time classic arcader Qix with a good few extras thrown in. We've already had a quick look at the Amiga and C64 conversions and both seem to have captured the spirit of the original pretty well. As ever, we'll keep you posted...





VERSION	DATE	PRICE
AMIGA	TBA	£ TBA
C64	TBA	£ TBA

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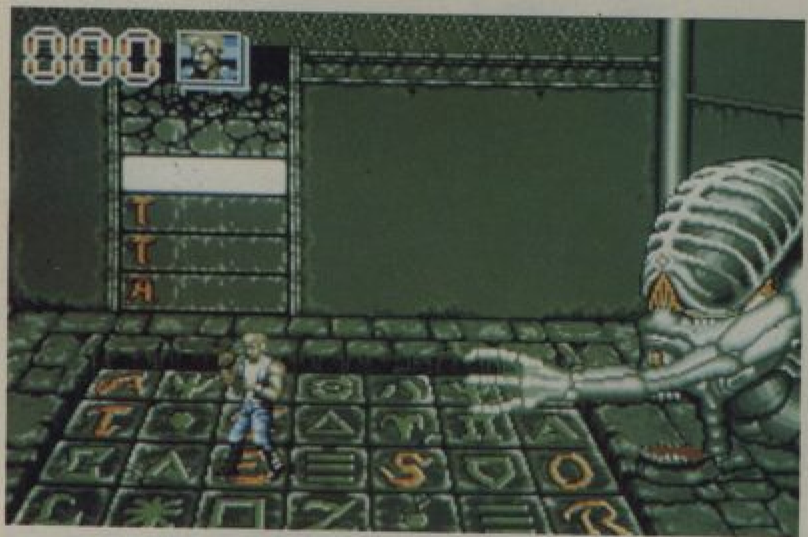
DOUBLE DRAGON III

STORM

Oh, oh oh! Hang onto your drawers, missus, 'cos here's a quick look at Double Dragon III - due to beat its way onto a computer near you in time for Christmas! It's time to rescue you ill-fated girlfriend again, this time jaunting across the world to teach the bad guys a lesson and kick them back to bad land. These screenshots are from the Amiga version, which software house Storm reckon is going to be something a bit special. From the looks of things we can't argue with them, so watch out for the full review as soon as we can get our mitts on the finished version!

VERSION	DATE	PRICE
AMIGA	NOVEMBER	£ 25.99
ST	NOVEMBER	£ 25.99
C64	NOVEMBER	£ 11.99
SPECTRUM	JANUARY	£ 11.99





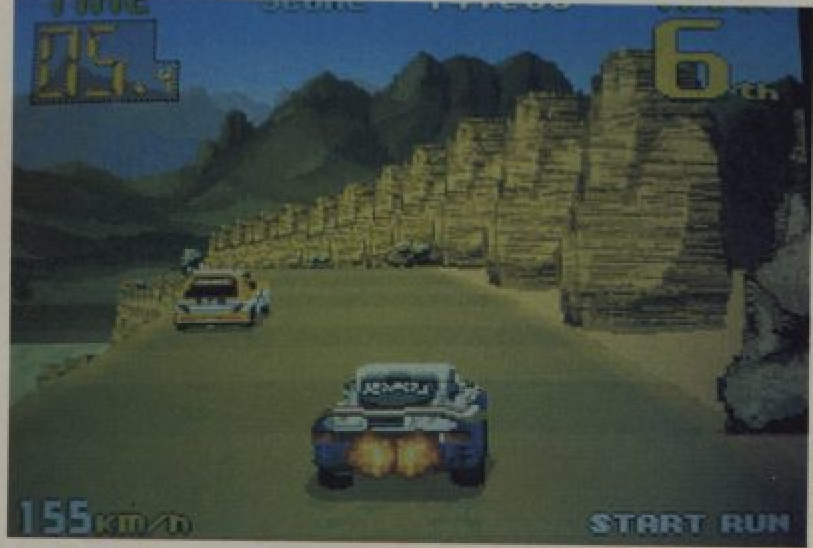


PREVIEW

BIG RUN

STORM

It's big, it's runny, it's Big Run - the Jaleco coin-op burning its way onto an Amiga and ST near you soon! Big Run didn't exactly go down a storm in the arcades, and the Famicom version wasn't exactly the hottest thing since mister Coleman's mustard, but we're hopeful for the home computer versions. Taking the wheel of a hyper-cool rally car, burn off your opponents in the quest to become king of the road. Hopefully Storm will be taking all the best bits from the arcade original and turning this into a racer to be proud of. So take a gander at these screenshots and rest assured we'll bring you more news as and when...





VERSION	DATE	PRICE
AMIGA	JANUARY	£ 25.99
ST	JANUARY	£ 25.99





FLAG

GREMLIN

Flag. The one word that strikes fear into the hearts of the people of Deskworld. Deskworld was created by a Wizard known as Hearn the Terrible. A man of great power and infinite malice, he takes great joy in organising a battle between the two villages of Deskworld. Every twenty years, they must fight for possession of the other village's flag. The game itself is a kind of strategic RPG, but with the kind of gameplay you have come to associate with the likes of Populous and Sim City. Featuring some truly outstanding graphics and lots of digitised characters, Flag has a few novel features of its own. Players must master the use of magic, fighting and siege tactics to win the flag, but remember, Hearn the Terrible is always watching...

VERSION	DATE	PRICE
AMIGA	EARLY 92	£ 25.99
ST	EARLY 92	£ 25.99
PC	EARLY 92	£ 25.99





SUSPICIOUS CARGO

GREMLIN

The mortgage is due and you just don't have the money to pay it. The mortgage in question is on your class 5 Starcarrier. The company who own the ship want you to do them a little favour, in return for which, they will let you off the hook. This all sounds very amicable, until you discover that they want you to smuggle a top secret genetically engineered superweapon to Earth. The weapon is in fact a nigh on indestructible alien, with a bad attitude and no conscience. Earth customs would string you up if they caught you, but you have no choice. Gremlin's Suspicious Cargo is a brand new arcade-adventure-RPG-puzzle game. Yup, there's lots to do in this little number and you can expect to see it around October on the Amiga and ST.

VERSION	DATE	PRICE
AMIGA	OCTOBER	£ 25.99
ST	OCTOBER	£ 25.99



NEXT MONTH!

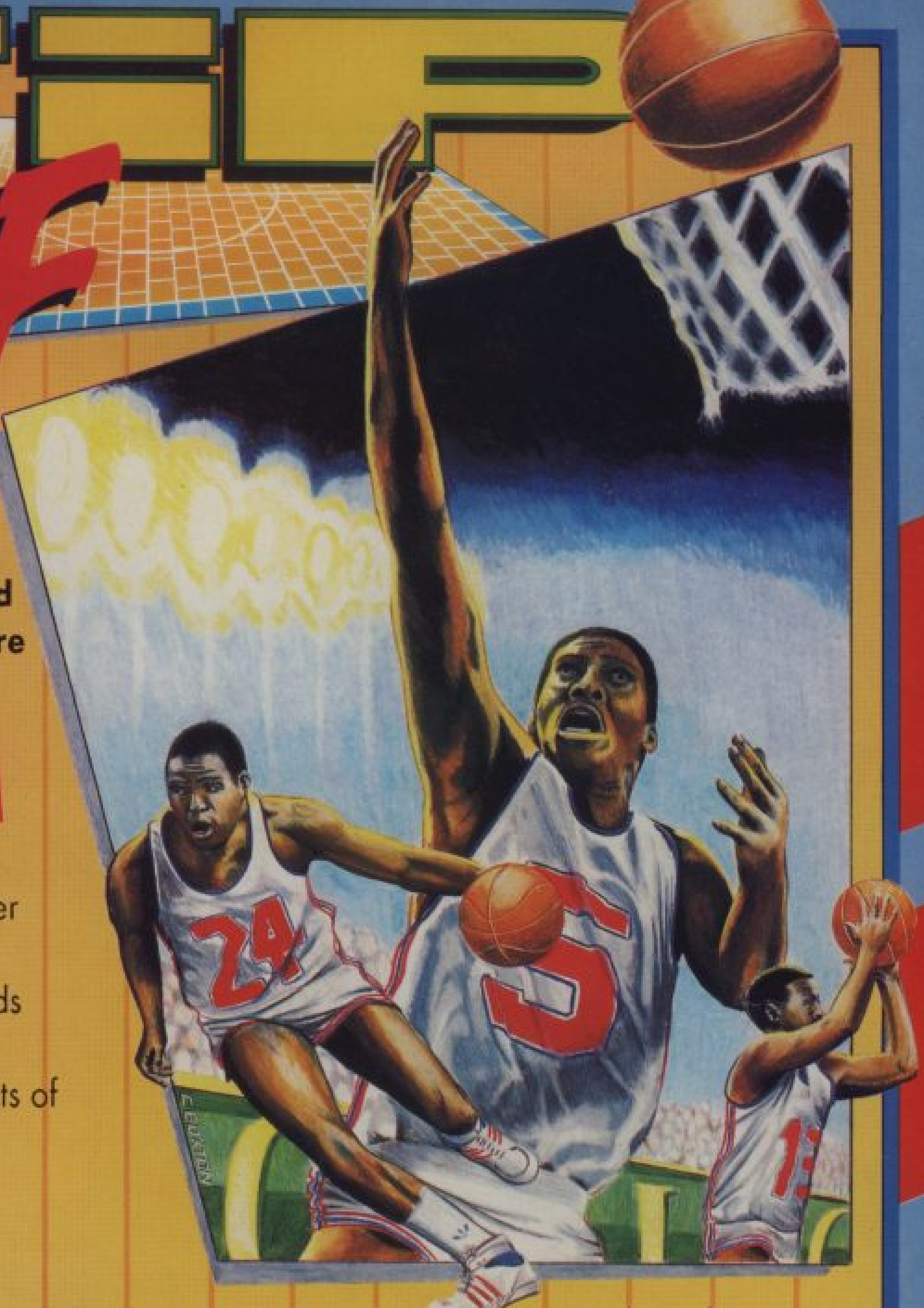
MORE CUTE 'N' CUDDLY FUN AND FROLICS FROM BRITAIN'S NUMBER ONE GAMES MAG!

WIN!

PRIZES SO GREAT YOU'LL GO GAGA TRYING TO WIN 'EM!

SIMPLY THE BEST, THE NOVEMBER ISSUE IS OUT 15TH OCTOBER! SET PHASERS TO STUN...

TIP OFF



The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

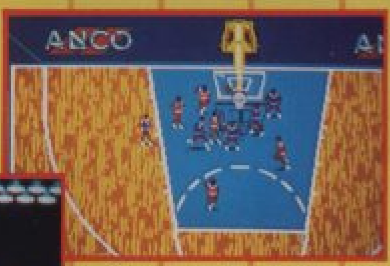
A SIMULATION WHICH IS GREAT FUN TO PLAY

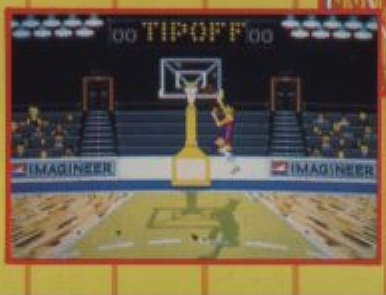
Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

* Multi directional scrolling screen
* Five skill levels. Skill level of both teams can be set independently.
* 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
* Facility to practice skills and tactics.
* Facility to create a team at all skill levels and design tactics.
* Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
* Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
* Two types of Leagues. Action Replay at 3 speeds.
* Extra moves are available using two independent button joysticks using the EXORLENCE System.

AMIGA ATARI ST -
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PRICE - £25.99







Amiga Screenshot's Shown

EASY TO PLAY - HARD TO MASTER

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